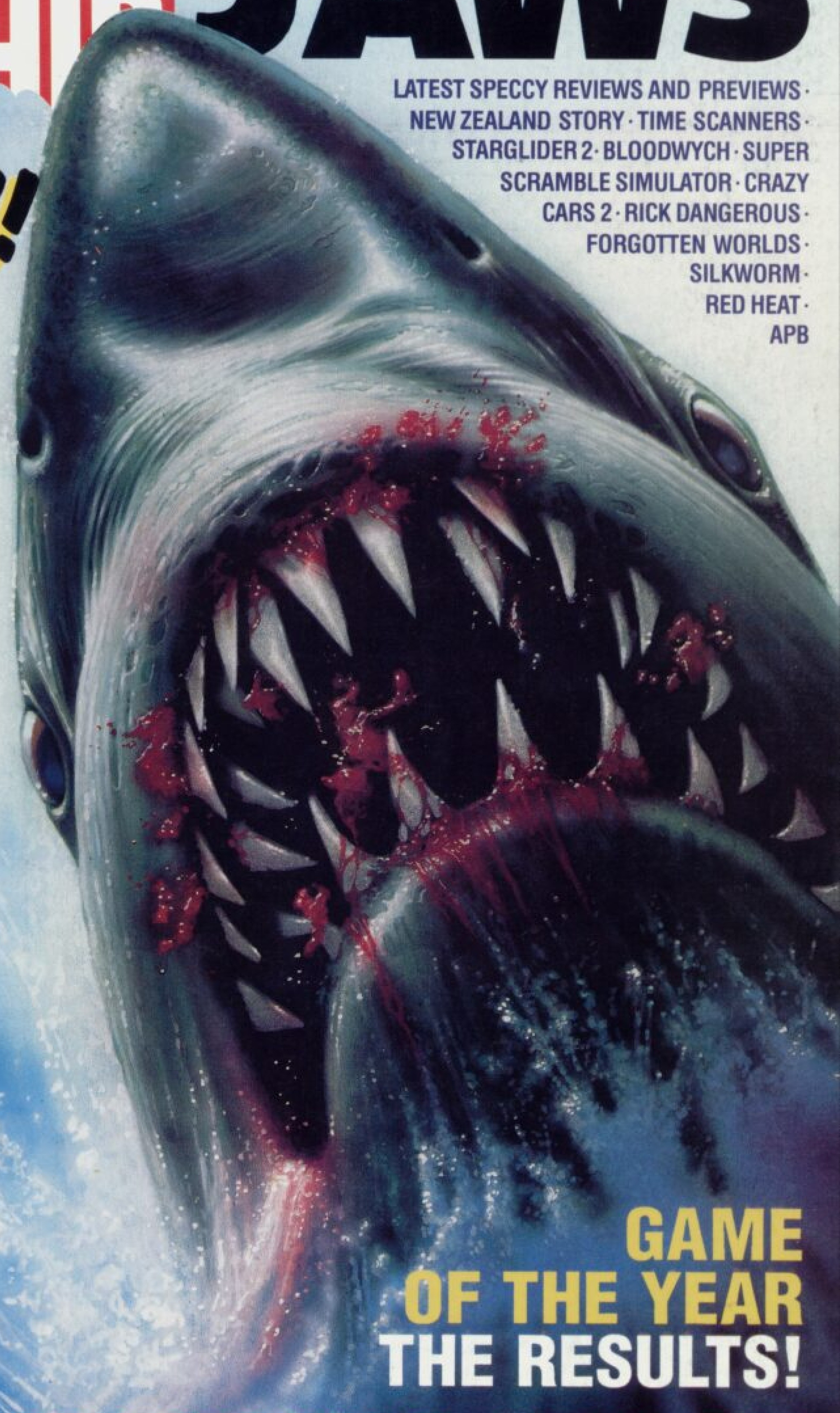
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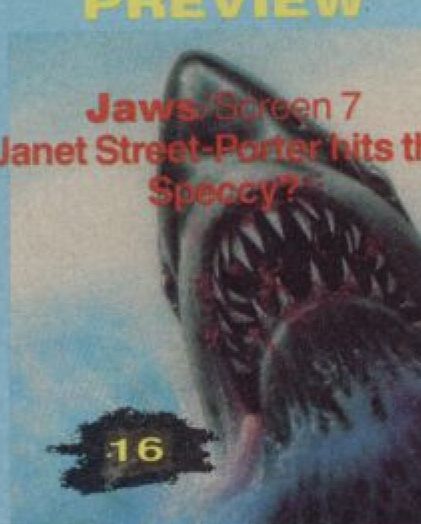


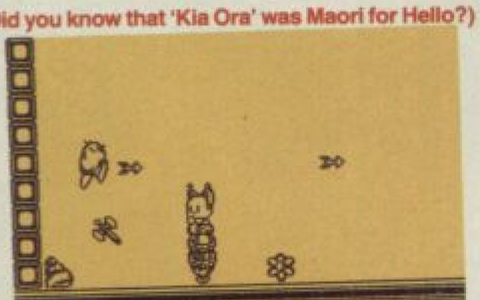


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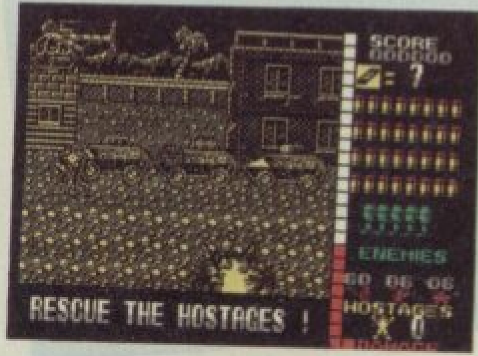
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YOUR SINCLAIR

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SNAP UP THE AUGUST ISSUE OF *YS*, OUT ON 17th JULY — YOU'D BE DOOLALLY NOT TO!


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VIDEO GAMES ▶▶▶

Ever wanted to know what all the new Spectrum game releases really look like but without buying the game? Then you could do worse than pick up a copy of *Your Sinclair*. (*They already have, you chump! Ed*) Ahem. Or failing that, how about *Action Screenplay* from Hot|Shot Entertainments? What's that, you ask?

Well, basically it's a video that comes out every other month, and is jam-packed full of snippets of people playing all the new stuff. Next one's out on the first of July and could be worth a look, if you don't mind paying £4.99 and the fact that half the time it shows ST, Amiga and C64 (spit!) games. Still, when you've finished you can always record *Doobie Duck's Disco Bus* over the top of it.

It's a jungle out there. But what's this? Can it be that *YS* has gone completely ape? Well, just for this month, 'cos it's time to don your safari hats and dodge those parrot droppings for a special Jungle Animals edition of...





EVEN THE ODDS (A BIT)

About to nip off down the bookies for a quick flutter on the nags? Well STOP!!! Read this first.

Blue Ribbon, a Doncaster based software house, has produced a horse racing forecaster that can help predict 'form' for both Flat and National Hunt races on UK racecourses. Called *Turf-Form*, the program will give you both speed and fitness ratings for each horse you input, giving their chances of victory on the course chosen.

We shunned this aid and sent Jackie out to try her 'fool-proof' way of beating the bookies — the 'Bet A Quid On Every Horse In The Race, 'Cos One Of Them's Got To Come In First' method. And it worked! The 2-1 favourite, *Moth On A Train*, sailed through the posts to victory — netting us all one pound profit.

Unfortunately, 'cos there were 30 horses in the race, we lost the other 29 quid. Still, it was a win of sorts. (*Not really. Ed*)



OCEAN MAN IN SPOOK-FLICK SCANDAL

Ocean's Software Developer Gary Bracey has got himself a part in Clive Barker's forthcoming horror-movie, *Night Breed*. "How did the jammy scamp get the role?" we hear you ask. Well, here's how. Ocean has got the licence to the film which, in a nutshell, is about loads and loads (*and loads. Ed*) of horrendous, grizzly monsters who leave the surface of Earth to dwell instead in vast underground caverns. They sort of end up killing lots of people (or something). Anyway, Gary visited Pinewood Studios where the film was being shot, got a bit 'matey' with Clive Barker, and wangled himself a place in the pic as an extra! Incidentally, fact fans, although the film is populated in the main by unknown actors, one of the major parts — a deranged scientist called Decker — is played by none other than David Cronenberg, the director of such spook'y delights as *Scanners* and *The Fly*. Oh and the film boasts the most assorted congregation of monsters ever assembled in one movie. Over 200! So fingers crossed for the game.



Gary Bracey before his make-up session



TRAINSPOTTERS THROUGHOUT HISTORY

A Series In Conversation With The World's Greatest Train Spotters

No 39. 'Whispering' David Attenborough



(Whispering) Shhhhh. Here I am, surrounded by a large group of mountain gorillas. We've been... shhhhhhhh... the leader (who we've nicknamed Jumbo) is getting a bit agitated. Aaah, that's good, he's calmed down again. Where was I? Oh yes, we've been tracking the band for three days now across the vast expanse of the volcanic mountain ranges of western Rwanda, and we think they're beginning to accept our presence here. Indeed, only yesterday the middle-sized female (who we've called Bev) actually accepted a twig from our sound engineer, Simon.

I'm now going to try and move in on the group and see if I can become more acquainted with Jumbo. Shhhhhhhh. Here goes. (I'll take a twig and a banana.)

I'm closing in — the gorillas are only about ten feet away now. This takes me back you know, back to my Train Spotting days. The sheer adrenalin of getting close to the 332 Rutland Express, whipping out my notepad and...

THUD!!!

Oh no, Jumbo's caught me in his vice-like grip. Urp. Wheeeze. He seems to be only playing, but...

CRASH!!!

Oh no, we've lost visual. Bev has jumped onto the camera... and... phew, Jumbo's taken the banana. He seems to have tired of me. Yes, he's letting me go. Gently does it. Shhhhhhhh.

BANG! CRASH! SMASH!

Hmmmmm. I think we've learned enough about mountain gorillas for the moment. Come on chaps, let's run away... No, leave the camera, Peter. Come on, quickly, let's leg it. Shhhhhhhh.

BANG! SMASH!

THE *YS* GUIDE ON 'HOW TO DO THINGS' No 21

HOW TO AVOID BEING EATEN BY CROCODILES



A handy thing to remember about crocodiles is that although they've got tiny little legs they can actually travel, full pelt, (in bursts), at human running speed. But the cunning little devils have discovered a trick — hanging around at the top of sloping river banks and using the force of gravity to increase their top speed by running downhill. So the first tip (if ever you're walking along the banks of a jungle river) is to make sure you're at the highest point at all times. However, if you do forget this cardinal rule, there are two other points worth bearing in mind. First, a lunging crocodile can be jumped over, and, second, crocodiles aren't too hot at turning corners.

So here are the rules.

1) Stick to high ground.

2) Keep your eyes peeled. If you spot a rogue croc heading your way, stand your ground. At the last minute, just before its jaws make contact with your lower limbs, leap into the air (allowing the croc to pass beneath you), land, and then run like the wind (uphill).

3) If the crocodile is in hot pursuit, keep weaving from side to side as instructed above. The cold-blooded chump will soon give up.

These tips could one day save your life.

TOP TEN

BUDGET

This Month	Last Month	Game/Publisher
1	(NE)	*Turbo Esprit*/Encore
2	(1)	*Treasure Island Dizzy*/"The Codeys"
3	(3)	*Joe Blade 2*/Players
4	(4)	*Ghostbusters*/Mastertronic
5	(NE)	*Shanghai Warriors*/Players
6	(NE)	*Twin Turbo V8*/"Les Mastres d'Code"
7	(7)	*Super Cycle*/Kixx
8	(NE)	*Fast Food*/"Code Nasties"
9	(RE)	*Advanced Pinball 'Simulator'*/Code Masters
10	(8)	*Who Dares Wins 2*/Alternative

FULL PRICE

This Month	Last Month	Game/Publisher
1	(NE)	*Run The Gauntlet*/Ocean
2	(NE)	*Real Ghostbusters*/Activision
3	(NE)	*Skate Or Die*/Electronic Arts
4	(NE)	*Emlyn Hughes Soccer*/Audiogenic
5	(4)	*War In Middle Earth*/Melbourne House
6	(NE)	*Vindicators*/Tengen
7	(NE)	*Blasteroids*/Mirrorsoft
8	(NE)	*Butcher Hill*/Gremlin
9	(NE)	*Pacland*/Grandslam
10	(6)	*WEC Le Mans*/Ocean

OXFAM

URGENT APPEAL

Oxfam has announced an appeal which will not only help them in their overseas aid, development and emergency relief, but also help you get rid of all those Code Masters games (or whatever) that are cluttering up your room. The idea is for you to take any games you've finished (or even not finished if you're particularly generous) into your nearest Oxfam shop. All games received will be sorted and then sold during a special computer promotion month starting on June 27th.



Mildy Astonishing 'Junglish Animal' Spook 'Fact'
There's an animal in Africa called the zorilla, and it's got the smelliest bottom of any animal in the world. The pong can be whiffed from as far away as half a mile. There's one record of a zorilla taking possession of a carcass and keeping nine fully grown lions at bay for several hours by farting continuously.

Tizers

• Remember last month we told you things were a bit on the quiet side on the Firebird/Rainbird front, 'cos the bosses at Telecomsoft were in the process of working out a satisfactory sale of their company to a 'mystery buyer'? Well, we can now reveal that this was in fact Microprose. And since the deal was made official, Rainbird and Firebird have sproinged back into the market with a vengeance. Look out for a review of Rainbird's long awaited *Carrier Command* in this very ish.

• More news from Microprose — it will soon be launching two new software labels onto the market, Micro Style and Micro Status. The games due for release on these labels will be aimed at the 'slightly more mature' gamesplayer. But if the adverts for the new labels are anything to go by, it looks like Micro Style is aimed at punters with leather jackets and Micro Status at those with blazers! What about those of us who wear Pac-A-Macs!?

• Zeppelin Games is yet another software house set to launch a new software label. More famous for its budget titles, Zeppelin is launching itself into the full price games market with a label called Cognito. Its first release on the Spectrum will be *Kenny Dalglish Soccer Manager*, a footy managment sim which will feature match highlights and full F.A. and League Cup competitions. 'Ere we go, 'ere we go, 'ere we... (*Shut up or you will go! Ed*).

• Zut alors! French software house Ubi Soft has a real blood thirsty corker of a game lined up for us towards the end of summer. It's called *Night Hunter* and stars that Prince of Darkness himself, ol' Count Dracula. You'll be able to play the royal blood sucker and have to escape the evil clutches of Professor Van Helsing and his band of merry vampire duffers. Quick, chuck away all your mum's garlic or you'll have no chance.

• The latest on the new *Batman* game from Ocean (which is based on the caped crusader's new movie) is that it's looking well wicked. Our resident crooner David Wilson had a sneaky look at it when he was in Manchester recently. It looks like it's going to be a *Bionic Commandos* type game, swinging from bat ropes, going up and down platforms, driving your Batmobile around and generally behaving in a suitably superhero-type fashion.

Ocean will launch the game to coincide with the release date of the film. So as it's due to hit the screens on August 11th, watch out for the game then.

pssst



Uncle Clive's Z88 Laptop Computer has had 50 quid knocked off its retail price. Sir Clive announced the reason for the cut – "Bernadette and I have just had a corker of a holiday, sunning and gunning in Mustique, so I'm in a really good mood." (*Tell the truth. Ed*) Um, the reason for the cut is, quite simply, brilliant sales figures. Blimey.



RACHAEL'S FILM REVIEWS

LICENCE TO KILL (PG)

Timothy Dalton, Carey Lowell

My hair is blonde – peroxide blonde. And I've got a licence to spill . . . the beanz on the Bond bonanza.

But what's this? Bond given the boot! I knew government cutbacks were bad but getting rid of a world famous secret agent is a bit much.

The real reason they've revoked Bond's television, dog and killing licenses is that he's trying to avenge a ruthless attack on his old buddy, CIA agent Felix (Cigarette) Leiter, by drug baron Sanchez and his deputy Milton Krest, half-brother to Milton Keynes. Her Majesty's government doesn't take kindly to its agents working in their spare time, y'see.

You can guess the rest! Or rather, you can't, because the plot twists and turns through Central American politics, corrupt Green Berets and covert religious cults. In fact, the only thing predictable is the presence of the Bond bimbos – sorry, girls.

Inevitably slimy Sanchez has a plot for world domination based around cocaine dissolved in petrol, which gives a whole new meaning to all those Comic Relief red noses you still see on motors! And Q decides to do some holidaying of his own and turns up to help Bond out with the odd device.

But there isn't too much technology in the latest episode of the never-ending Bond saga and I, for one, am glad. Timothy Dalton concentrates on acting and credibility rather than the gadgets and eyebrow wiggling of his predecessor. So somehow I don't think James Bond will be settling down to open a corner shop quite yet, retired or not!



WARLOCK (15)

Richard E Grant, Julian Sands

Never mind the Warlocks, here's moody Richard E Grant and smoothy Julian Sands as, respectively, a witch-hunter and an evil wizard let loose in the 1980's.

The scene is Massachusetts, 1691. Warlock Sands is locked in chains as the townsfolk prepare to use him as kindling. But he's no



ordinary Paul Daniels – he's got a hotline to hell and as Grant tells him to repent he hops off through a hole in time to arrive in . . .

Los Angeles, 1989, crashing in through the windows of a house and murdering its Angelino owner.

Its other lodger, cute Kassandra (Lori Singer), just manages to escape into the arms of Grant, who has also taken time off to swoop through the centuries. Armed only with his 17th century science he and Kassie set off to track the Warlock across the States before he can reassemble the Devil's Bible and remake the earth in Evil's image!

How Richard E Grant keeps a straight face while spouting all this ye olde mumbo jumbo is beyond belief. But that's why *Warlock's* such fun. Everyone takes it seriously while the plot's silly enough to give you some chuckles.

Then, when it needs to, it pulls out all the stops for some real thrills, building up to a gruesome climax in a graveyard, as Warlock and hunter blast each other in a final magical showdown. A Witch Magazine best buy!

win! (Win Win)

T'ZER'S VERY OWN INSECT COLLECTION

Yes, it's true. You can actually win Teresa's own boxed collection of insects. She killed beetles, ants, bumble bees, ladybirds and all manner of creepy-crawlies with her own fair hands, and then pinned them into a little glass-fronted wooden box thingy (which she had also assembled with the same fair hands). It's an absolutely corky thing to own, and totally unique. No wall is complete without it – but only one wall can have it. Will it be yours?

How To Win . . .

Simpy answer the question (by ticking the relevant box), cut the coupon out (or a photocopy of it), sellotape it to a Deer Bot-fly (or a postcard) and bung it in the post to They Kill Insects, Don't They Compo, *Your Sinclair* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. Entries in by July 31st please, whereupon the first correct answer out of the hat wins!

I'll get a buzz out of owning T'zer's insects, so let's hope my answer's right.

Q: The Deer Bot-fly's quite a zippy little bug – but just how fast does the tiny chump actually travel?

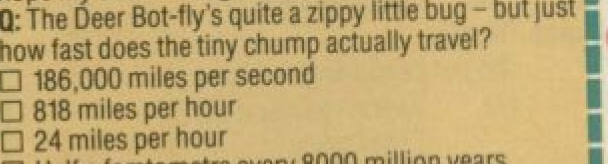
- ☐ 186,000 miles per second
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Name ....

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THE KEY TO THE RED DOOR

Stuck on our cover game *Red Door* from Tartan Software? Well don't despair, 'cos here's the full solution to stop you tearing your hair out. S'easy.

I . . . N . . . S . . . S . . . N . . . W . . . W . . . W . . . OPEN CASE . . . GET SHROUD . . . GET TORCH . . . WAVE ROD . . . INSERT TOKEN . . . DROP ROD . . . W . . . GET BASKET . . . W . . . S . . . S . . . GET FOOD . . . E . . . GET PIPE . . . W . . . N . . . N . . . E . . . S . . . GET RUNES . . . N . . . E . . . S . . . PLAY PIPE . . . CATCH SNAKE . . . DROP BASKET . . . GET CHARM . . . N . . . E . . . E . . . S . . . GIVE RUNES . . . DROP PIPE . . . N . . . W . . . S . . . UNLOCK BOX . . . N . . . N . . . N . . . EXAMINE HAYSTACK . . . GET NEEDLE . . . GET HAY . . . S . . . FEED COW . . . GET COIN . . . S . . . DROP FOOD . . . DROP CHARM . . . W . . . W . . . D . . . EXAMINE DOWN . . . EXAMINE FLUFF . . . GET RUBY . . . U . . . W . . . N . . . EXAMINE CASE . . . GET NECKLACE . . . N . . . (S . . . N . . . until CONCUBINE is present) GIVE RUBY . . . GIVE COIN . . . S . . . S . . . E . . . E . . . E . . . E . . . E . . . S . . . N . . . W . . . W . . . W . . . W . . . W . . . TICKLE ANUBIS . . . N . . . TELL JOKE . . . GET FLY . . . CUT SHROUD . . . N . . . E . . . E . . . E . . . E . . . FEED SPIDER . . . GET JUG . . . S . . . W . . . W . . . W . . . W . . . N . . . N . . . E . . . FILL JUG . . . N . . . E . . . N . . . E . . . EXAMINE GARDEN . . . EXAMINE MULBERRY . . . GET THREAD . . . THREAD NEEDLE . . . S . . . W . . . W . . . S . . . W . . . S . . . S . . . E . . . E . . . E . . . GET FOOD . . . GET CHARM . . . E . . . E . . . N . . . GET CLOTH . . . HELP . . . CUT CLOTH . . . MAKE GARMENT . . . S . . . W . . . W . . . W . . . W . . . W . . . TICKLE ANUBIS . . . . END!

NB For any word of more than five letters then at least the first five must be used.

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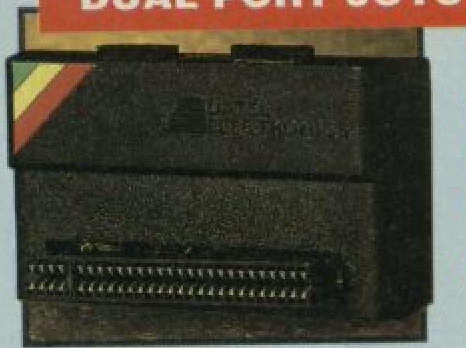
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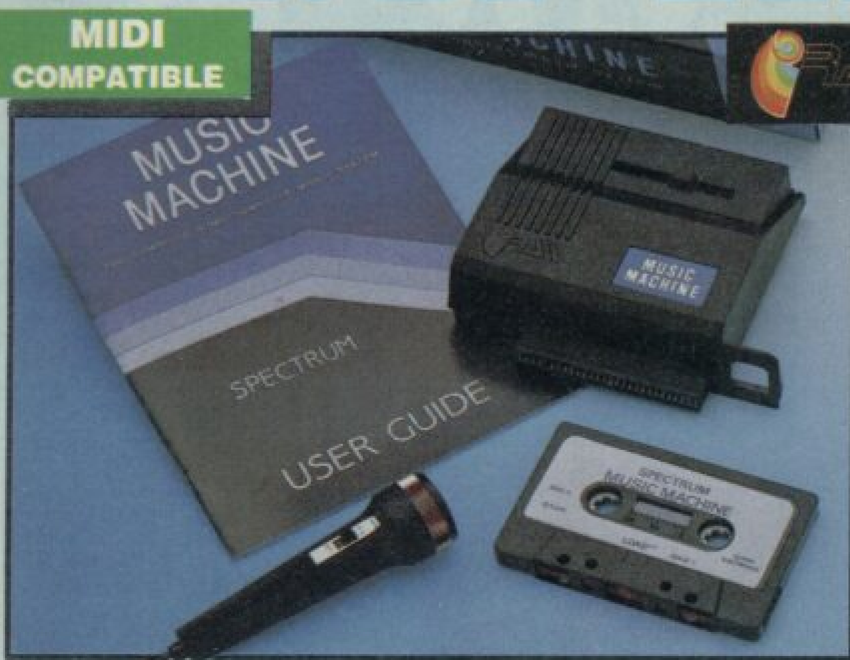
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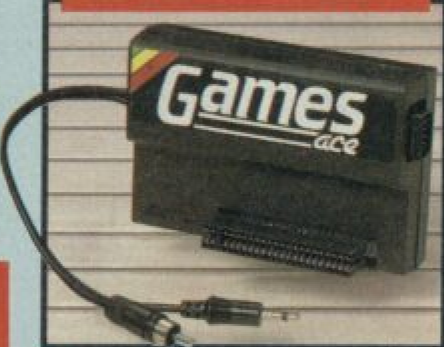


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- Infinitely variable vocabulary using allophones.
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ZOLYX (FIREBIRD)

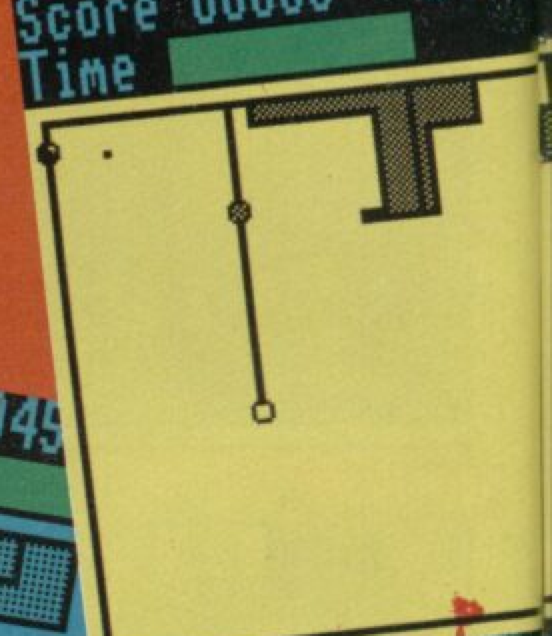
What an addictive little sausage this is! Don't be put off by apparently simple graphics because it boasts the class and polish of top programmer Pete Cooke of *Tau Ceti*, *Academy* and *Micronaut One* fame. It's one of those games like *Tetris* or *Qix* that looks simple but turns out to be totally unputdownable.

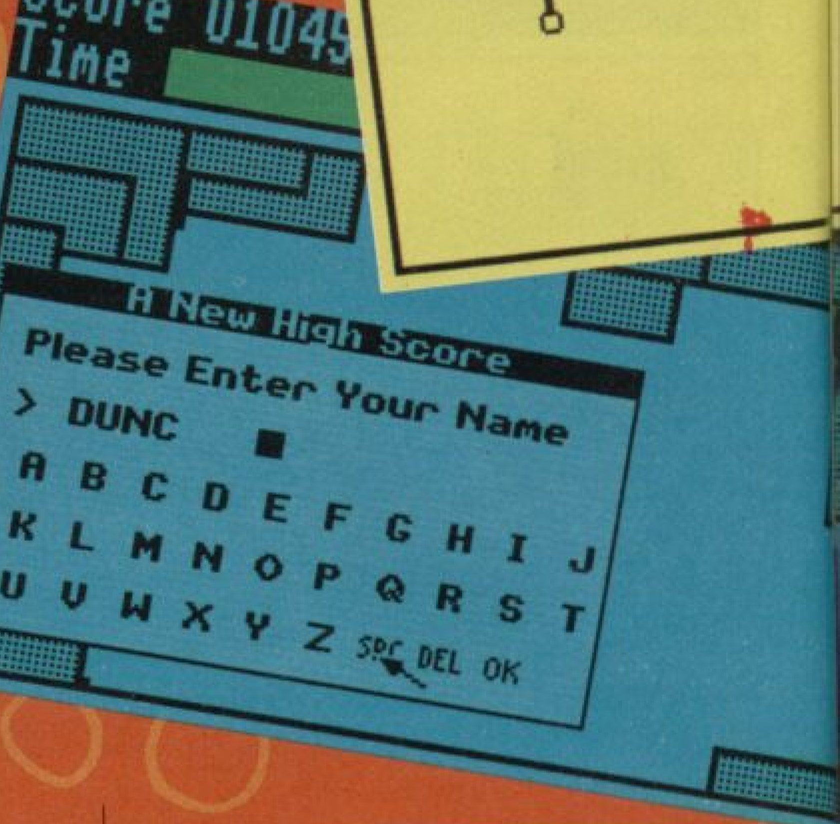
Your task is to fill in at least 75 per cent of the screen by creating sectioned-off areas. You do this by moving your little man along the edge of the screen, connecting the side walls of the play area with blocks as you go. Simple, yes, but there's enough there to keep you glued to the Speccy for a squillion tries (or longer).

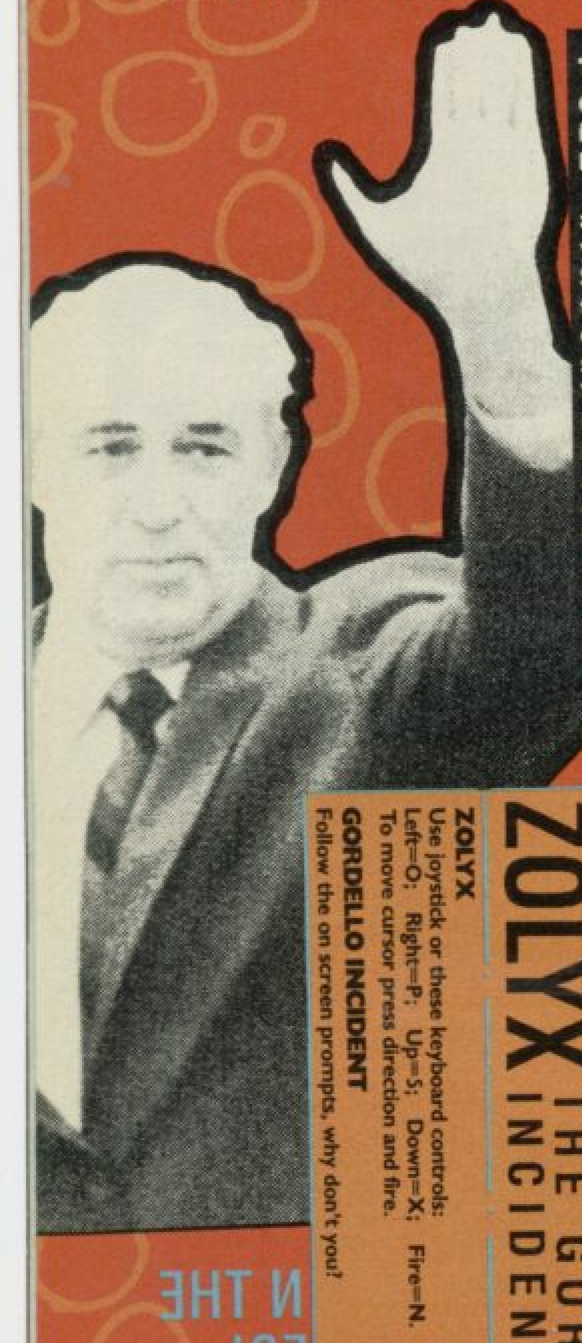
Things are a bit more complicated though, because there are loads of nasties running around to confuse things. These take the form of moving killer balls – hit any of them and you lose a life. On the first level you start with three balls on screen and two in the background, but for each level completed another is added.

Get yourself in too tight a spot and you can reverse the direction of the balls, getting them to go away from you by pressing fire, but this can only be done once you're on the first level, and then again for each further screen completed. Bonus marks are awarded for every percentage above 75 of the screen you fill. I like it loads, especially as you get a free 'cell generator' program contained in the game itself. Corks!

Yikes! Reverse those balls quick or you're g







TAPE TROUBLES

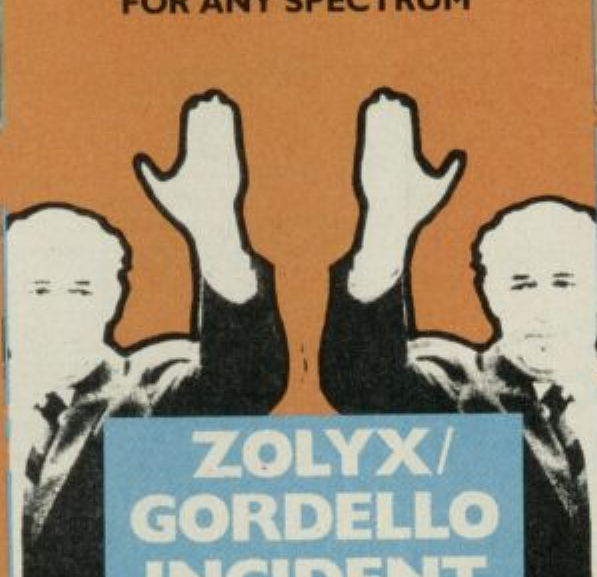
Getting in a bind over those infernal *YS* Smash Tape loading difficulties?

No probs. (Well, not anymore, anyway.) If you've checked that your Speccy's not playing up first, just pack the offending article up with an sae and pop it off to *YS* Tape Returns, PO Box 320, London N21 2NB. Bingo! Before you know it, a spanking, brand new copy of your game will be flopping its way through your letter box. Fancy that! Now let's just hope your computer finds this one a bit more to its liking!

ZOLYX
Use joystick or these keyboard controls:
Left=O; Right=P; Up=S; Down=X; Fire=N.
To move cursor press direction and fire.
GORDELLO INCIDENT
Follow the on screen prompts, why don't you!

ZOLYX THE GORDELLO INCIDENT

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Zolyx © *Your Sinclair*/Microprose/Firebird
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Fill at least 75 percent of each screen by creating sectioned off areas, while remembering to avoid the deadly killer balls. Trillions of levels of frenetic fun!

Zolyx

The Gordello Incident

Part One of Tartan Software's epic new adventure game. Stop the mad scientist from replacing world leaders with clones by getting two clones of yourself into the Clonetron room, where the copies are created.

If you complete this, why not check out our money-off offer for the second two parts?

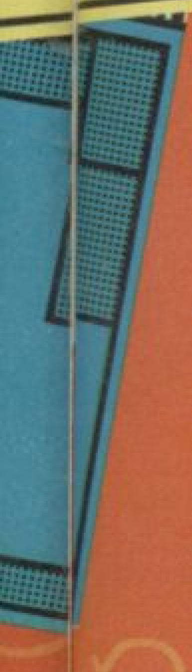
FOLD

FOLD

TAPE NO. 19!!

u're do... med!





THE GORDELLO INCIDENT PART I (TARTAN SOFTWARE)

Scenario
Location: S6 conference room in A7 headquarters, London.
Date: June 20th 1999.
Present: Head of S6 (your boss).
Head of A7 (his boss).

As you enter the room the head of A7 asks you for your home telephone number. When you reply 0674 74259 both occupants of the room visibly relax and A7 outlines your next mission.

"On your most recent visit to Switzerland you will recall that one of your meetings took place in the Gordello clinic on the outskirts of Geneva. As you know, this clinic has produced clones of animals, but it's recently been reported that Dr Gordello has successfully produced 'clones' of humans.

"We've received a video from Dr Gordello showing two identical people (looking like you) reading yesterday's Swiss newspapers. He claims that one of them is in fact you, and that he sent a clone to this country in your place.

"However, one of the few facts we have ascertained is that Gordello has had problems with the electronic brains of his clones. They're incapable of remembering numbers.

"We've learnt that the doctor intends to hold several countries to ransom by threatening to replace senior government ministers with clones under his control.

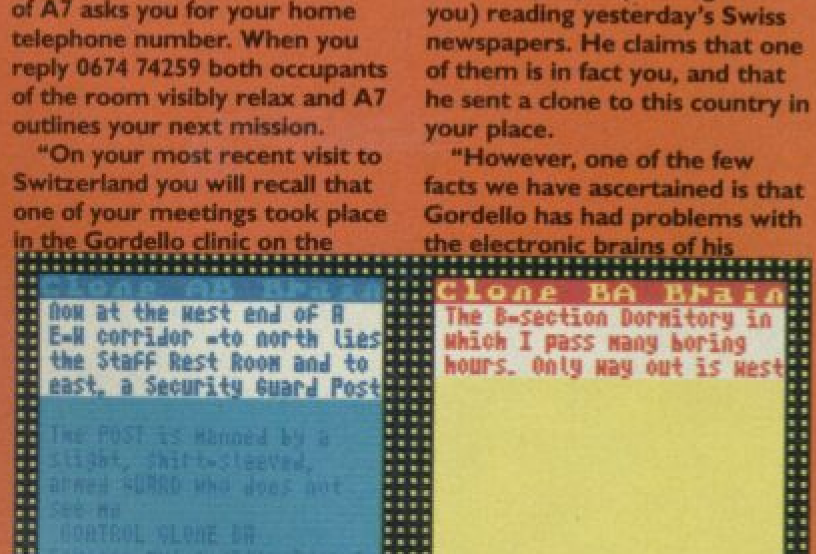
"The Clonetron (where the clones are made) is hidden somewhere inside his clinic. Your mission is to destroy it, and then eliminate Dr Gordello.

"Our boffins have rigged up a sytem using special modems, so that from the keyboard of the computer next door you'll be able to communicate with both our clones. You'll be able to read their minds and input suggestions so that you can influence their actions.

"By enticing both clones into the Clonetron at the same time, the result will be an agent with all the positive attributes of both clones.

"Only when this has been achieved will it be possible to consider the destruction of the Clonetron.

"A perfect clone would be rated as AA, and we understand your clones are currently rated as sub-standard (AB & BA). They are therefore 'living' in a neglected area of the clinic. Good luck."



Which way to go? What to do? You're always asking questions in adventure games.

A few tips...
Pressing 'I' gives the inventory of the character you're in control of (as usual in adventures), but you can check the inventory of other characters in this game. Press 'I of' followed by the title of the character.
Pressing 'X' is the same as typing 'Examine'. Examine is not the same as Search.
To change control between the clones, use the first letter of the clone designation, either Clone A or Clone B.
'P' pauses the game and 'M' takes back a move.
Typing 'Harder' or 'Easier' at any point does exactly what you'd expect – it turns your Speccy into a Mutant Hamster.
Just in case you've never played an adventure before and are slightly bemused, it's just a case of typing command sentences onto the keyboard and then ENTERing them. For instance "Pick up banana and put it in blender". That sort of thing.
Anyway, if you enjoy this, you could do worse than get hold of the complete game with the second and third parts added from our pals at Tartan for the giveaway price £2.95 (one whole quid off!). Check out the form below. Happy adventuring!

The Gordello Incident Part I/Tartan Software

GET THE REST OF *THE GORDELLO INCIDENT* – CHEAP!!

Yikes! Tricky old game, this adventuring lark, ain't it? I got well into *The Gordello Incident* and want to know how it finishes, so why don't you kind folk at Tartan Software rush me the complete thing, pronto!! (In other words – Part One, which I've just been playing, along with Part 2 and Part 3, which I'm dying to get my mitts on.)
I understand that you'll send me it for just £2.95 which is a whole quid off the normal price of £3.95. Worra bargain!

Name ....
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I've enclosed a cheque for £2.95 made out to Tartan Software, and will allow 28 days for postage.



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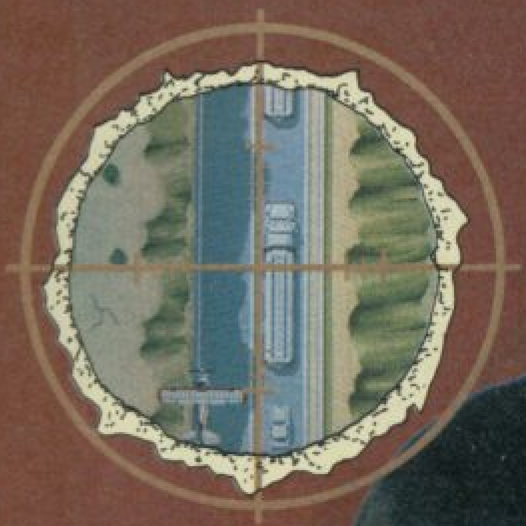
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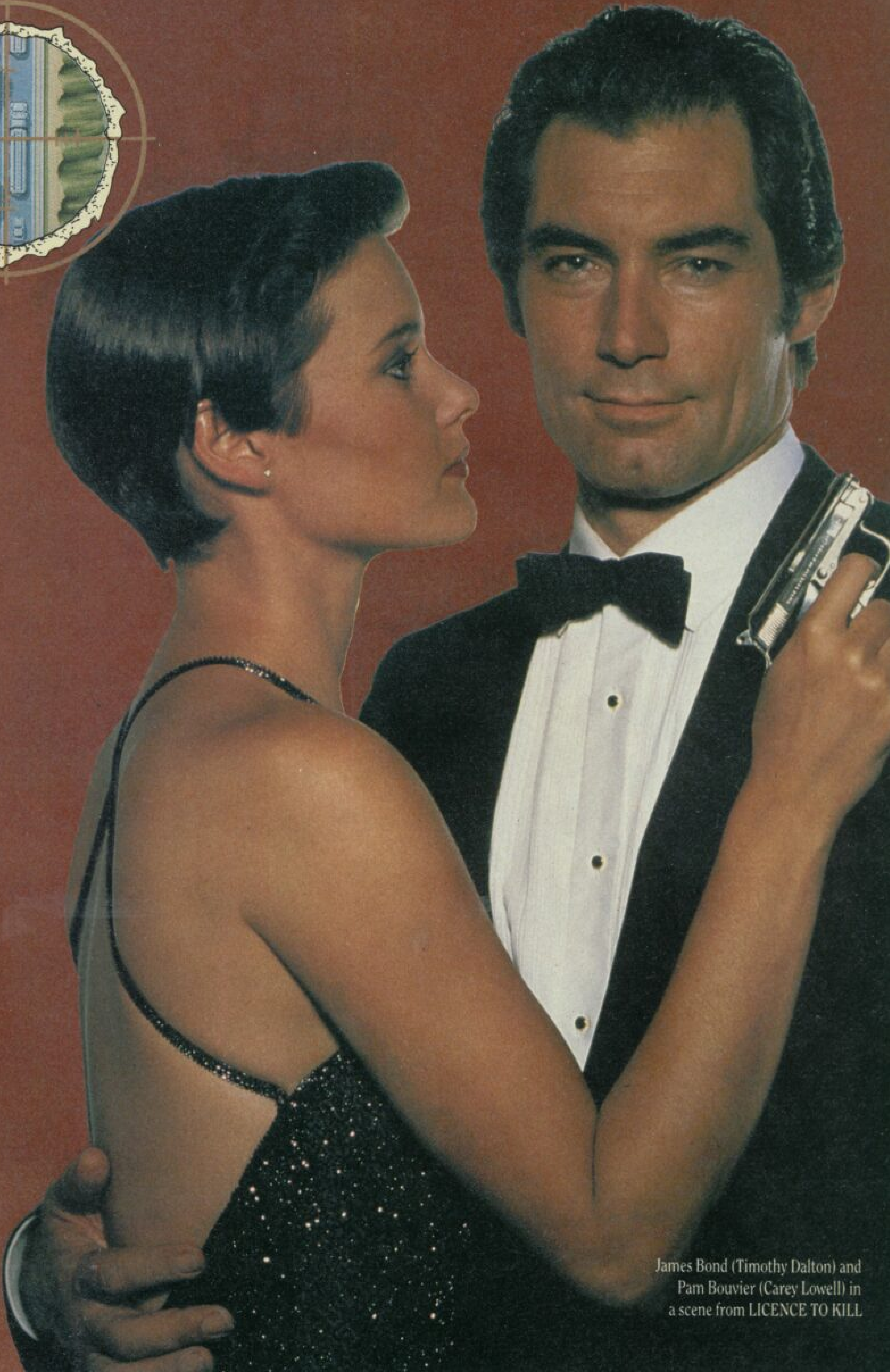
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. . . . This time he wants revenge.







James Bond (Timothy Dalton) and
Pam Bouvier (Carey Lowell) in
a scene from LICENCE TO KILL

JA

BIG
STRIKE

How come it's taken this long to make a game of *Jaws* anyway! *Matt Bielby* gets out his rod and line, pulls on his trendy green waders and goes fishing for answers.

Gordon O'Blimey O'Bennet! Bit on the odd side this. Seems Oxford Street's been flooded and Castle Rathbone now stands surrounded by water, rather like a moat surrounding a, erm, castle. Let's lean out of the second floor window (where the *YS* offices are, fact fans) and take a looksee. Not a lot about. Oh, hang on a minute, what's that? Looks a bit like ...yes, there's a game going on down there all right. Better get out my wet-suit and mini sub and take a shuftie.

Glug glug glug. Hmm, can't see much. A few parking meters down here, the odd McDonalds Fillet o' Fish making a last ditch bid for freedom and... Criminey! What's that?

It's a bleedin' great shark, that's what it is. Seems we've stumbled upon Screen 7's new *Jaws* game by mistake. Uh-oh! Here he comes again. Better get out of his way quick, there's no way my little harpoon gun whotsit's going to do much against that daddy of fishes! Let's check out the game scenario and see what to do.

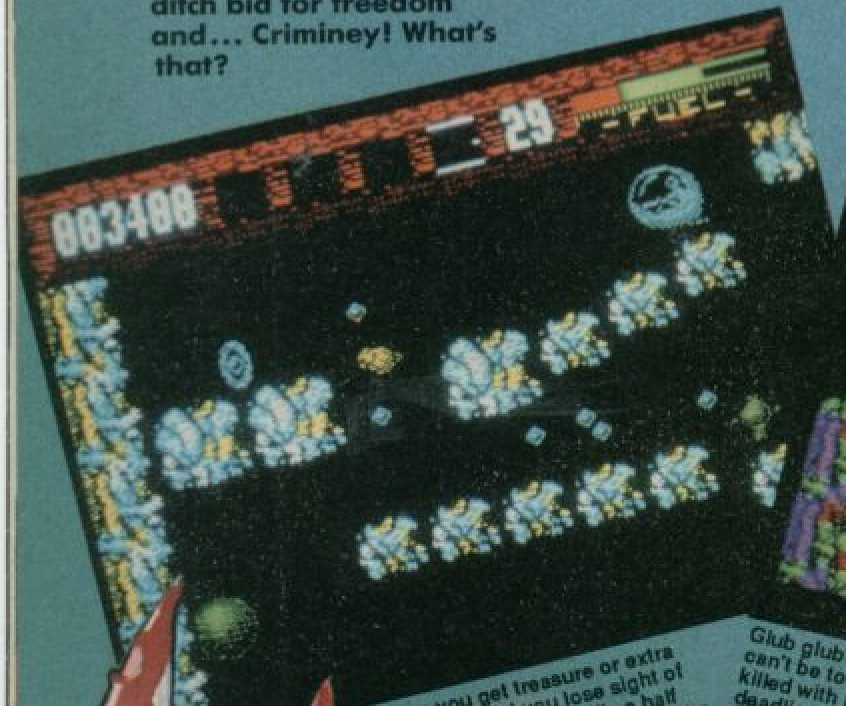
Munch 'n' Crunch

Yikes! You play Chief Brody, the put-upon copper in charge of the peaceful holiday resort of Amity Island. Your job is to make four dives (the four different levels of the game) to collect the various bits of super shark gun that are scattered across the sea-bed around the island. Seems that (unlike in the film) your crazy shark hunting helper, Quint, has gone and sunk his boat before the game has even started and lost the special *Jaws* gun he was bringing from the mainland. The clot!

You get six lives, three of them based on characters from the film (Brody, Quint and the crap shark expert Hooper) plus three divers, but you can collect extra ones while underwater.

Onto the game itself then and yay! It's a flip screen shoot 'em up very much along the lines of *Cybernoid* (my favourite) and a sharp and snappy one to boot! Only this time instead of aggressive aliens you get savage squid, crazed cod and angry angel fish to cope





When you kill some creatures you get treasure or extra equipment. Hit an invisibility icon and you lose sight of your craft (the fish can still see it though) while a half speed one slows you down. Extra lives and smart bombs aren't unusual - but what about 'dangerous walls'? This means you can't touch any of the rocks or you're dead. Yikes!

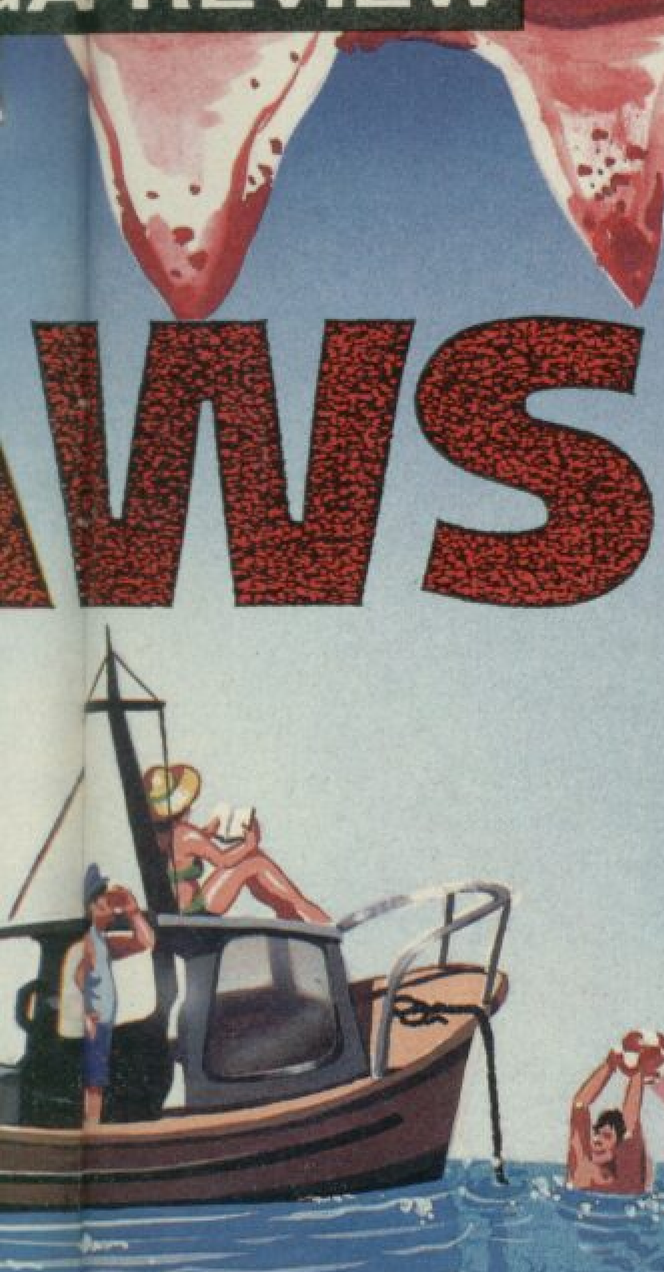


Glub glub glub! All these sea creatures are deadly (especially the shark!) and can't be touched. Flashing ones are tough little beggars and can only be killed with Megabullets, while some of the normal ones release smaller, deadlier thingies when shot. The scamps!



Okay boys. Who wants to be first to... these screens were taken, fact fans... off the icon strip - just thought you...

AWS



with — seems all our finned friends are in league with ol' razor molars.

Each of the four major parts of the broken gun, along with the special megabullets it fires, is stuck down a different system of fish-infested underwater coral caverns. You must send your team of divers down one at a time — but beware, not only are there many problems caused by the bullet-firing sea life, but lots of added hazards too.

Want to know more? Then take a deep breath, hold your nose and follow me...

Before you dive...

There are a few things you have to keep an eye on before you make any of the actual dives. Your job is to make sure that the Great White killer shark terrorising the waters doesn't eat any more swimmers (especially if it's a hot day) else you lose the game. Likewise if you shut all the beaches then the mayor sacks you for ruining the tourist trade.

So keep an eye on the map on the left and shut the nearest beach when there's a shark warning, while keeping as many of the others open as possible. Messages flash at the bottom of the screen, a temperature gauge tells you whether shark attacks are more likely (there are more swimmers to gobble when it's hot) and the 'mayor-ometer' indicates your popularity. You'll get this full display on the 128K versions, with a slightly truncated version on the 48.

The last bit

You've got the gun together at last (phew!). Now's time to take on the big fish himself. Here he comes now, one of the megabullets is flashing ready to fire... Blammo! Right between the eyes! Yikes! He's not dead yet! Better duck down in the reeds for a while (it takes three hits to kill the monster).

I'll hide over here for a bit (deftly dodging these deadly octopii as I do so). Right, he's back! Better get him again... Whammo! One more time and... oops! My 80 seconds of air are up. Drat!

And there you have it. A fine shoot 'em up with a fishy feel and a very strong (if rather long in the 'tooth') licence attached. I think it's pretty nifty. And to finish with, what could be better than a rather old joke? Here goes. How did they know the girl in *Jaws* had dandruff? They found her Head And Shoulders on the beach! Boom boom!

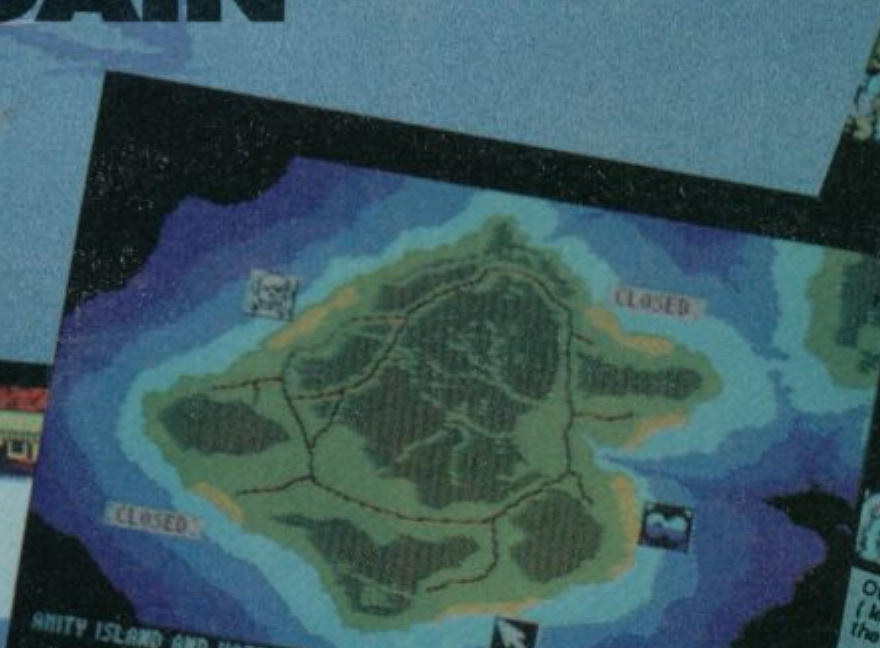
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Publisher	Screen 7
Price	£9.99/£14.99

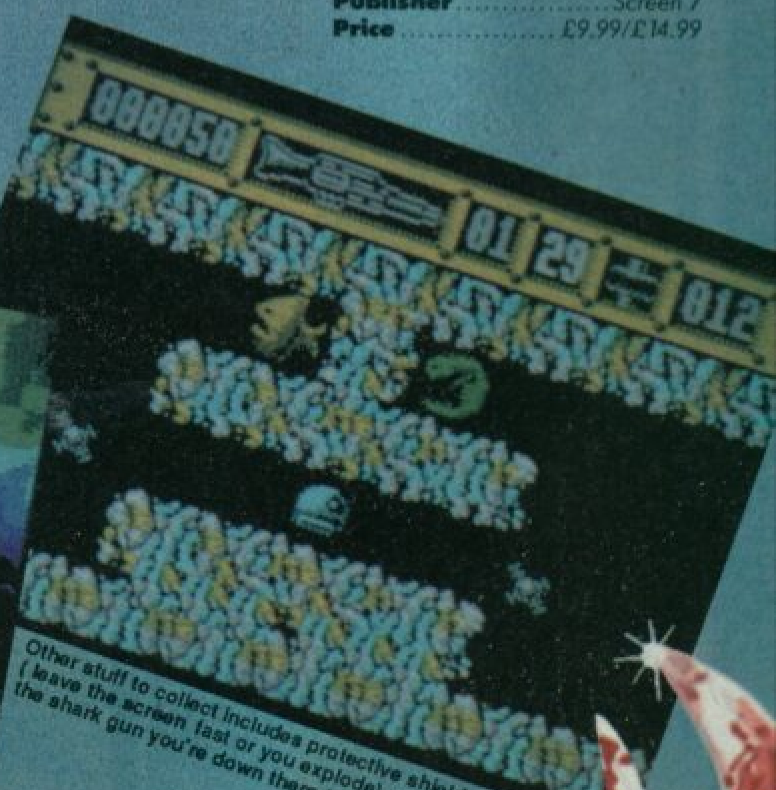
G MOUTH
KES AGAIN



...rs! to d...ell don't all shout at once.) Since ...fans, th...taken the brown 'wood effect' ...you'd li... know.)

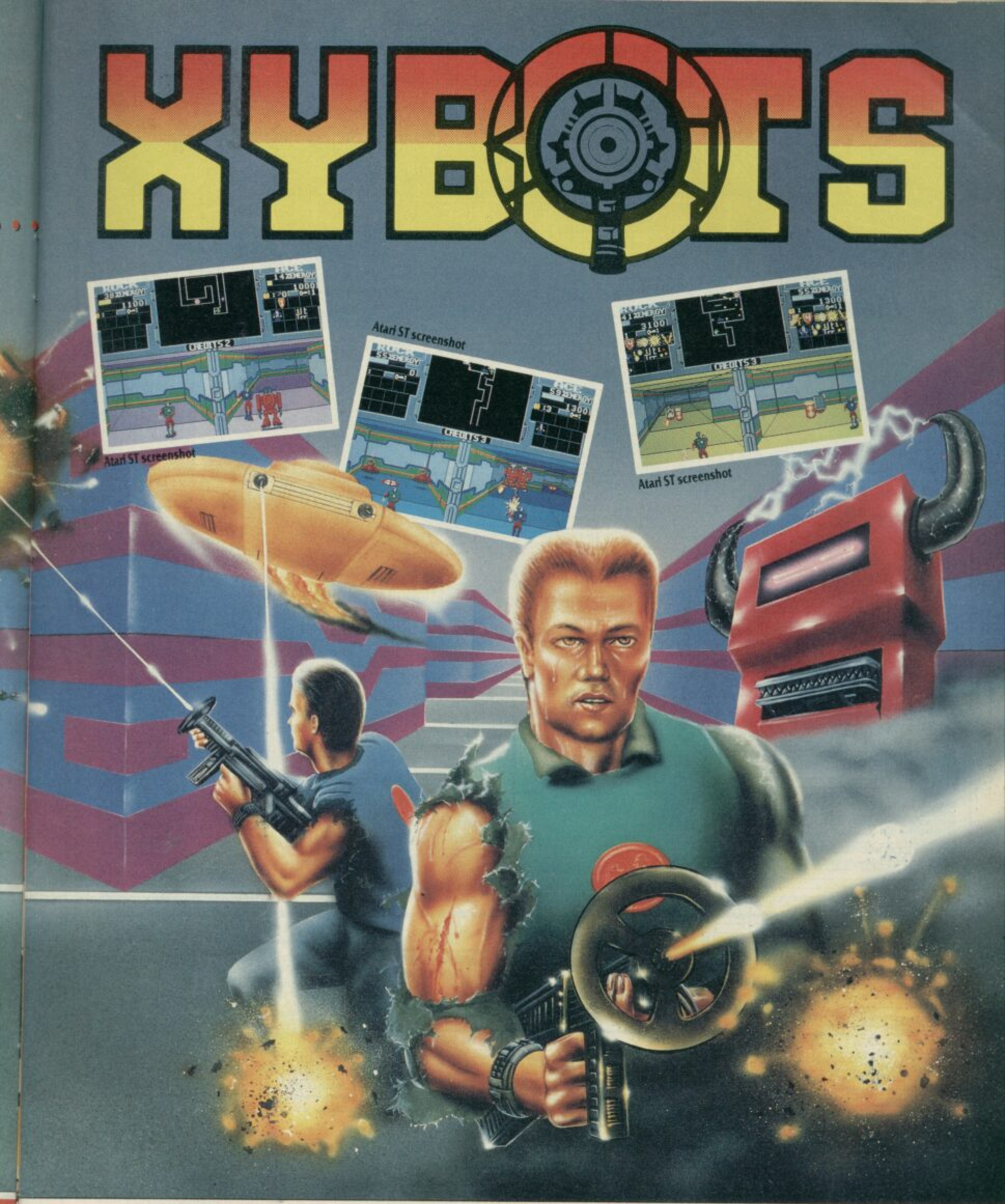


Quick! Close the beaches! We can't have any dead holiday makers (or you lose your job) but we can't have any shut beaches (or you also lose your job.) Oops!



Other stuff to collect includes protective shields, time bombs (leave the screen fast or you explode), extra air and of course the shark gun you're down there to collect in the first place.


A YEAR AGO THE EXPERTS SAID IT COULDN'T BE DONE. IT WAS TOO BIG, TOO COMPLICATED. BUT OUR PROGRAMMING TEAM JUST SMILED AT EACH OTHER. AND NOW HERE IT IS . . .
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Coin-op screenshot
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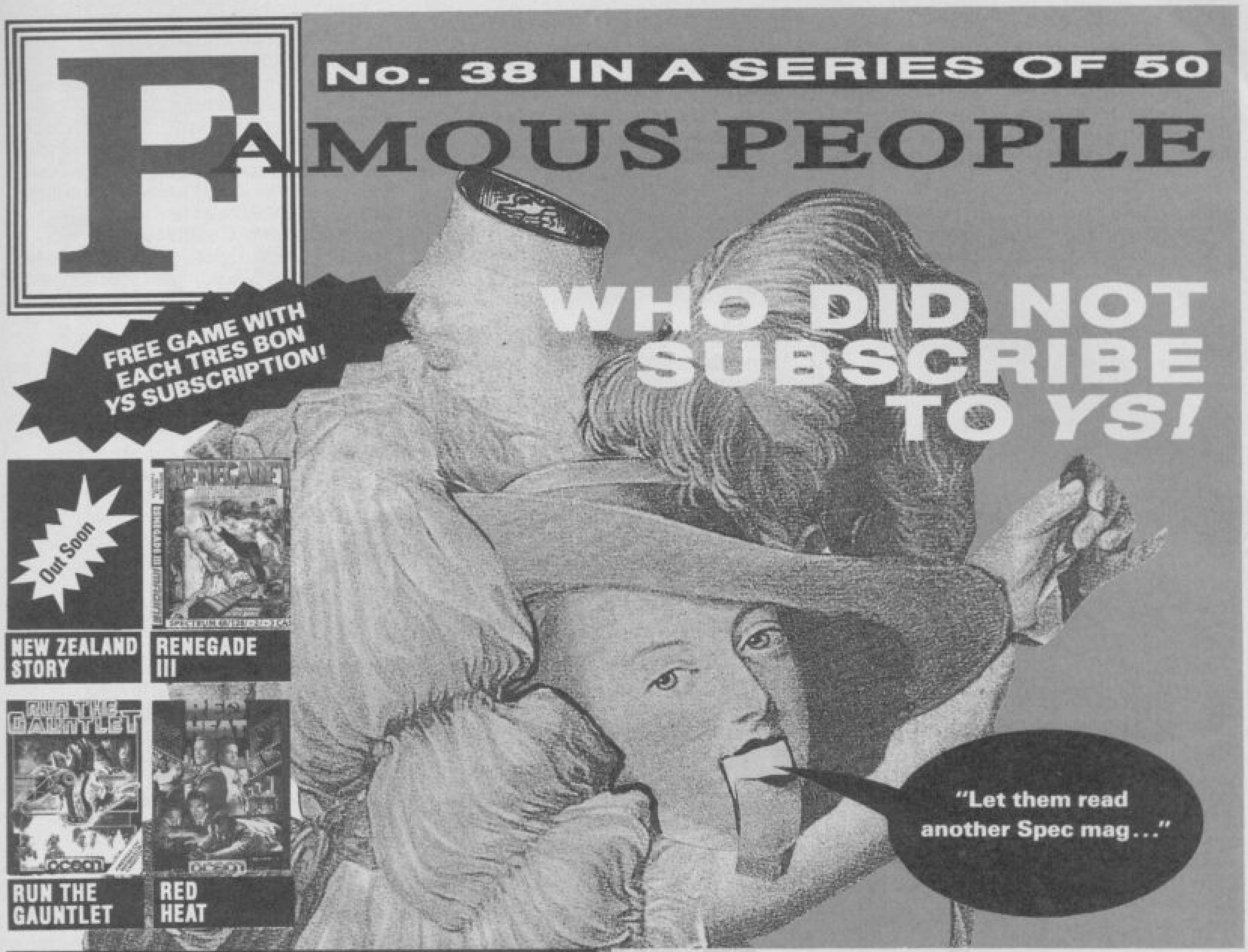
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Dunc Cor lumme oh blimey, what a big game this is. It's so big it's positively throbbing. Oo-er, I don't know where to start. Um, um, um. Nope, sorry — it's got me beat. I'll just have to stop here and say this, *Carrier Command* — it's big. Very big. Bye bye now y'all! (*Come back and face it like a man. Ed*) Or? (*Or you're fired. Ed*). Well, if you put it like that. Um, let's start again.

Carrier Command. It's big (big, big). So big in fact that those of you unfortunate enough not to have Speccy 128's won't be able to play it — 'cos it's not out on the smaller formats. Still, if this means you happen to be a masochist, then you're in the right place at the right time. Read on for a real sufference session! There's no room to reproduce the rather weighty instruction and scenario booklet here, but I'll give you a précis of the telexed brief you (as commander of the *Epsilon* aircraft carrier) receive before the game begins.

"It has emerged that the aircraft carrier *ACC Omega* has been reprogrammed by the outlawed Stanza organisation. It's inevitable that it will attempt to invade the Gamma Base island chain.

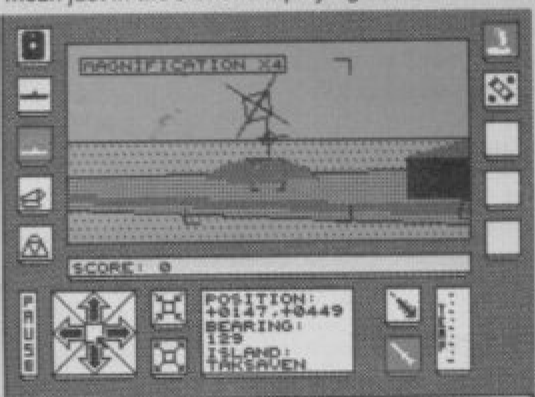
"It's imperative that you take charge of the *ACC Epsilon* and put an end to this scheme.

"Your ship has been specially equipped with a newly programmed computer virus which will allow you to take command of any island which the *Omega* has already invaded.

"This, combined with state of the art Manta fighter and Walrus amphibious craft will shorten the odds in your favour.

"But remember, the *Omega* is also a highly developed aircraft carrier — and Stanza will stop at nothing to overtake this archipelago."

So that's the basic scenario. You're in charge of an aircraft carrier and all its onboard craft. Your aim is to gain control of the 32 islands that make up the archipelago and ultimately destroy *Omega*, the rogue carrier. Piece of porridge? Not on your nelly chum. When I said this game was big, I didn't mean just in the size of the playing area — I meant



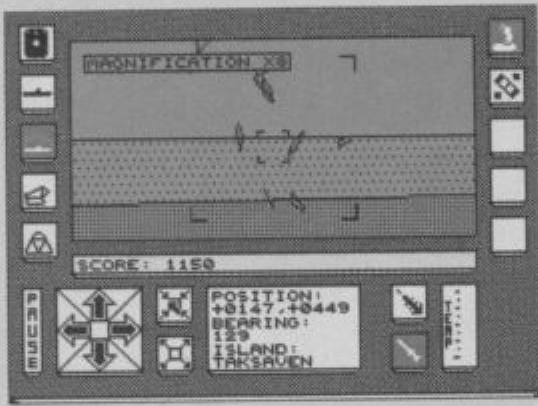
in all aspects. There's so much to do — and it's all in solid-filled 3D. Yahoo!

Now, if you're a 'left/right/up/down/fire' sort of cove you're going to find yourself beached for a few minutes at start of play — this whole game is icon controlled, and you really need to give it a little bit of thought (only to begin with though, let me stress, 'cos very soon you'll find all the icon switching becomes second nature). Mind you, you can always switch to manual control of a Manta (aircraft) and just fly around (using the joystick) looking at the scenery and taking potshots — but sooner or later you're going to have to come back in, land, and get around to the task in hand.

Oh, the task in hand.

As you already know, you've got to 'liberate' the 32 islands — but just how do you go about it? Stick around and I'll tell you. Actually no, I won't. (*Yes you will. Ed*) Okay. Here goes.

The Base Island is where your carrier is initially anchored when the conflict breaks out (at the start of the game). It's very important to you as it's from here that you build up the Resource Network (sort



of shipping lines between islands) which serves your carrier and other forces throughout the battle. This Base Island has a Command Centre along with some defensive forces and a runway. It's capable of producing resources and equipment itself, but not as efficiently as the 'specialist' Resource and Factory islands. (See next paragraph.)

Hello. That was quick. Right, Resource and Factory islands. Resource Islands are constructed by planting Resource ACCB's (Automatic Command Centre Builders) on unoccupied islands. Once the Command Centre has been built, it then goes on to construct mines, rigs, fuel dumps and ancilliary buildings to store the mined raw materials. These raw resources are then shipped to Factory Islands.

Factory Islands are constructed by planting Factory ACCB's on unoccupied islands. Once the Command Centre has been built it then constructs factories to manufacture equipment and refine fuel for the carriers forces. Up to three factories can be constructed (depending on the island's physical size).

Defence Islands are a different kettle of fish altogether in the sense that they don't actually produce anything to help your war effort. What they do do however is construct all manner of weaponry which will automatically home in on any enemy forces who get too close. This means that it's a good idea to have a band of defence islands protecting the non-defence islands.

To populate an island in the first place, you have to get to it and land. Lucky for you then that your Carrier contains six Walruses (amphibious tank type craft) and six Mantas (aircraft). These craft can be given co-ordinates (and lots of juicy weapons) and sent off on their own to 'do your bidding', or you can select 'total control' and float, trundle about or fly to your heart's content with the view of the outside world seen as if through the cockpit window.

All the time you're setting up your island resource network, guess what the dreaded *Omega* carrier is up to? The same thing as you by jiminey, that's what, but at the other end of the archipelago. Build up enough strength though, and you might be able to invade its islands and take some of them over. Build up even more strength and you might find yourself ready for an all out attack on the carrier itself. It's your decision — you might get yourself killed. I'd personally stay far out at sea and relax with a mug of cocoa — but that's just the 'devil-may-care' sort of chap I am.

Carrier Command is basically the biggest, bestest strategic shoot 'em up ever to appear on the Speccy. Most people said it could never be converted from the original 16-bit format, but it's here (in glorious monochrome) to prove them all wrong. The animation is great, and so is the gameplay. It'll have you glued to your keyboards and joysticks for months — I guarantee it. (But don't forget to give the manual a good read before you start!) Me? I'm off to the Speccy to do some more icon jiggling.

It's a strategy game! It's a simulation! It's a shoot 'em up! Yes, it's all these things and more – plus it's in fast moving solid filled 3D.

The icons down the left hand side (apart from the top one, which is for saving and loading previous games) are the main control icons – you move an arrow round the screen (with the joystick) and 'click' on the one you want. Clicking on a left hand icon will change the icons on the right hand side.

For instance, clicking the second icon down on the left hand side will put you in control of all operations of the carrier *Epsilon* itself, so you need to move across the screen to the right hand icons. The top one is joystick control. Click on this and you get a view out of the helm window and can steer the ship manually (with the joystick).

The icon below that puts you on the map screen. In this mode you can move your arrow around the archipelago, highlight an island and zoom in on it. You can set the *Epsilon* to autopilot by moving the pointer to wherever you wish to go, pressing the fire button and then 'clicking' on the PROG icon to the bottom left. You can do about a thousand other things as well, but there isn't the room to tell you here.

The next icon down is the damage control. You can click on this to get loads of screens of the *Epsilon*'s poorly bits after a fight. The screens can be cycled through (by clicking on the icons that pop up screen bottom) so you can assess the damage and (depending on the importance of the damaged item) decide whether to apply high, low or medium priority to the auto-repair function.

Next it's the inventory icon. You'll want to keep track of your fuel, weapons and tool supplies. Who wants to run out of missiles in the middle of a battle, or petrol in the middle of the ocean? Not me, chum, that's for sure.

And finally onto the messages icon. Messages frequently pop up on screen during a fight or while you're performing some other activity, so you don't notice them. Clicking on this will give you the list of messages received in the previous five minutes.

Back to the icons on the left hand side again. As I said, they all bring about their own related right-hand icons (of which there are quite a few), but I'll list the main functions, to sort of give you an idea.



CARRIER COMMAND

final

LIFE EXPECTANCY 96°

GRAPHICS 92°

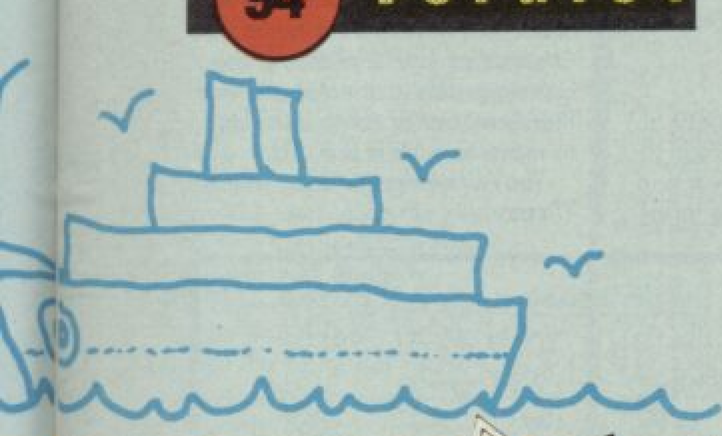
INSTANT APPEAL 66°

ADDICTIVNESS 96°

Diagnosis

An action packed solid-filled 3D strategic shoot 'em up that 'they' said could never be successfully converted down to the Spectrum — except that it has!! Astoundingly brilliant stuff!

94° verdict



Walrus Control. The carrier has six amphibious tanks — Walruses they're called. Click on this and you'll be given the means (via the icons on the right that'll pop up) to arm them, send them out on autopilot or actually drive them yourself — and then mend and refuel them after you've taken a hammering.

Manta control. This does the same as Walrus control, except Mantas are aircraft, not amphibious tanks. (There are six Mantas as well.)



JOYSTICK JAPESTERS

David 'Crappa' McCandless — Dave borrowed the *YS* mini tape-recorder for an interview he was conducting recently. However, chump that he is, he returned it to us without wiping side A — on which he had recorded (probably by accident) a trip to the supermarket with his mum. Here's a snippet.

"David! Take those Dairylea Triangles out of your pocket!"

"Aaaww, come on Mum, no one saw me."

Blimey, Fab Wack the 'Tea-Leaf'. Whatever next!?

Matt 'It's Outrageous' Bielby — Heart-throb Matt has been outraged by many things this month, not least the struggle he had putting on his dressing gown after having had 'one too many' at the Rose And Crown (our new local)." It was a nightmare."

Jonathan 'Jonathan' Davies — Farty, Jonathan's smelly and much-unloved pet warthog is becoming more of a burden with every passing day. It's quite big now — almost five feet long and three feet high, weighing in at 350 pounds. "I locked it in the spare room yesterday, but it head-butted the door down," said a distressed Jonathan.

Duncan 'Kangaroo In The Top Paddock' MacDonald Dippy Duncan's taken up a new sport — cave diving. "It's terrible down there," he told us. "Total claustrophobia. I was dragged out choking by someone last time I went!" Asked why he didn't give it up then, Dunc replied "Eh? What, you mean stop doing it? Hey, what a brilliant idea — why didn't I think of that?"

Jackie 'Lofty' Ryan — Jackie's taking a leaf out of Sean's book this month, and getting in on the 'kitchen antics'. Her first spoon balancing routine was a bit of a failure though. "Look Sean, I've balanced five spoons on top of one another!" she shrilled with delight.

"That's true," noted Sean sarcastically, "but anyone can lay spoons on top of one another horizontally. I balance them vertically."

Richard 'Humphrey' Blaine — RADA graduate Richard can be seen on television most days dressed as a bear. It can at last be revealed that *YS*'s War Game specialist has another job — playing the part of Bungle in *Rainbow*. He doesn't do the voice though, he just camps it up inside the costume and moves his mouth in sync.

David 'I've Got A New Hat' Wilson — Crooner Davey joined in a 48 hour 'sing-a-thon' last week. He sang the theme tune to *Animal Magic* (improvising his own words) for the first 32 hours, then belted out a medley of *Two Little Boys*, *Grandad*, *Three Steps To Heaven* and *I Should Be So Lucky*. He made 83 pence. Well done Davey.

Marcus 'Binky' Berkmann — Tiring of last month's hobby of bull fighting, plucky Marcus has taken to the skies with a new pastime — hot-air ballooning. Unfortunately, on his maiden flight, the stopcock on the burner got jammed open, which resulted in him soaring to a level of altitude where the air is thinnish, to say the very least. "I thought I'd 'bought the farm' up there — until the butane cylinders ran out of gas. I'm not doing that again."

Sean 'Wizard Dans La Cuisine' Kelly — Kitchen king Sean has finally hung up his spoons.

"There's not a lot more I can do with them," he told us glumly. "It's not as if I want to move to pastures new, it's just that I can't think of any new tricks to perform."

YS SCORES

90° – 100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues — we guarantee it! Any game that scores a total score of 90° and above gets the esteemed *YS* Megagame rating. Coo!

80° – 90° PDG! (i.e. pretty damn good). Well worth digging deep into the old dosh bucket for.

70° – 80° Very enjoyable, but might not have lasting appeal for everybody.

60° – 70° A few niggles. Lacking in certain areas. Think before you buy.

50° – 60° Pretty average. Very average in fact.

40° – 50° Erm, below average (believe it or not).

30° – 40° Due to be hospitalised.

20° – 30° Very poorly.

10° – 20° Critical: not expected to last the night.

0° – 10° Clinically dead.

YS SCORES

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

Just a quick note to introduce myself formally. I'm your new Ed, **Matt Bielby.** Um. Well, that's it really. As you probably know (if you read last month's *Psst* properly) T'zer's still around (in the next office, to be precise) and she's kindly offered to help me through my first Letters pages — but I'll be more or less on my own next time, so let's hope I get the idea. Anyway, here we go...

GOLDEN ANNIVERSARY

As you know, the February 1990 issue of *Your Sinclair* will be the 50th edition of the magazine.

I hope you are thinking of some very special features to put in it, such as a mega-mega-compo or free gift.

I think it would be a great idea if, for this one very special issue, EVERY SINGLE PAGE of the mag could be printed in glorious technicolour! I'm sure your readers would appreciate this a lot. Maybe you could have a competition in the next few months in which readers are asked to think of something to include in the 50th ish — however funny, bizarre or serious the ideas are. Perhaps the winner could receive a bumper *YS* 'goodie' bag.

Robert Wilkins
Llangunnor, Dyfed

That's an absolutely terrible idea. **Ed.**

No it isn't. **T'zer.**

Um, that's a brilliant idea. What do you lot think? **Ed.**

NAMELESS

I'm getting an Amiga A500 at half term, but because *YS* is so brill I'm still going to buy it and play any cover-mounted tapes on my friends' Spectrums — my friends are C****s B*******n, R*****d C******s, B*n R*****t and R*b S****m. There, said I'd mention you, didn't I lads? Aren't I nice!

Daniel Wills
Bournemouth, Dorset

Yes. But unfortunately I'm not — hence the asterisks. Ho ho ho. Oh, and as you've realised, you can up-grade your computer but there's no better computer mag to move to— YS is skill. **Ed.**

You're getting the hang of this. **T'zer**.

THE WONDERFUL WORLD OF SPECCY

It's time to hear from some of our overseas chums again. Two from Portugal this time. Oh and one from Poland.

IT'S OR IT ISN'T FAIR

I want to say it isn't fair. It isn't fair what? The price of one stupendous *YS* here (Portugal). Translating for pounds is more and less than £3.50 and with this money I could buy two stupendous *YS*'s in there (England).

It's fair saying that YS worth that and many more, but the problem remains it's or it isn't fair.

What o think of this?

Pedro Jorge Da Silva Guimaraes
Porto, Portugal

I'll tell you what o think. O think it's isn't fair. Get a subscription! **Ed.**

RUGBY SHIRT BLUES

Hi there. I'm only writing to know if there is any way I can get a Rugby shirt from the English national team, because here in Portugal that is impossible and England is my favourite Rugby team. I would give anything to get one but I don't have anyone who can send it to me.

How unhappy I'll be if I can't find a way to get that shirt or another shirt from a famous Rugby team in Great Britain!!

Sorry for my terrible English, but I hope somebody answers my wish. The problem here is that there are no shops selling that kind of shirts.

Goncalo Castillo Gomes
Lisboa, Portugal

I don't know what to suggest. Um — hey, I've had an idea. Practice playing rugby until you're really good, get British nationality, move over here and then join the English team. You'll get an authentic shirt for free. Oh, and your English is very good — unlike our next 'contestant'. **Ed.**

STI LLA NI HSILOP

Nazywam sig Krzysztof Frys, Mieszkam w Polsce. Posiadam Komputer Spectrum. Bardzo cenig sobie Wasze pismo. Prosze o przystanie mi kilku egzemplarzy ¡Your Sinclair! Z gory uprzejmie dzigkuge.

Z wyrazami szacunju:

Krzysztof Frys
Wroctaw, Poland

That's easy for you to say. **Ed.**



DOODLEBUGS

Who's won the spanking new free game this month? Why, none other than **Colin Barker** of Gwynedd, that's who, for his rather amusing (we thought) Vigilauntie. Except really it's VigilMrsBradyOld Lady (from *Viz*). You have to get up early in the morning (well, about 10.30 to 10.45) to catch us out!

Send your 'doodles' to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. Remember — you can win not only fame, but also a game! Yippee!

Letters

SAINSBURYS

Reply to letter from David Taylor.

...There is no Sainsburys in Shrewsbury.

Just thought I'd let you know!

Mark Betton
Shrewsbury, Shropshire

Yes there is — in Church Street! **Ed.**

He won't buy that, he actually lives there — look at his address. **T'zer.**

Oh yes. Sorry. Um, yes, there most certainly isn't a Sainsburys in Shrewsbury. Take note, David Taylor. **Ed.**

COLLAR'S BEEN 'FELT'

STAR LETTER

Firstly thanks for putting an adventure game on the free tape (issue 41). Why? Well, because I couldn't play any arcade games as my left hand is in a flippin' sling — I've got a broken collarbone. I haven't got a joystick, and using the keyboard to play Oppo Wolf with one hand is a bit of a joke.

How did you break your collarbone, I hear you cry? (*I didn't actually, but you're obviously going to tell us anyway. Ed*)

Well, I went to my friend's to get a back issue (40) which he'd borrowed from me — and while I was there his brother asked me out for a game of footie. After five minutes in the goal I noticed a leather sphere coming toward me so I dived out to meet it — at the same time as somebody else. Next thing I know I'm on the ground in agony. And to make matters worse I had to push my bike home. So now you know why I like adventure games, how I broke my collarbone and why I'm not too pleased with YS issue 40.

Daniel Curran
Meadaragh, Co. Donegal

PS Your mag is brill (except for issue 40 that is).

Ooooh, don't blame issue 40, blame a) the rum old 'sport' of 'footie' and b) your mate's brother. Still, not only do you get a badge to pin on your sling — you also get three free games. The painful walk home with your bike paid off. **Ed.**

STRING 'EM UP

Shock. Horror. I am writing to tell you that you have a traitor in your midst. Phil South has gone and got himself a nice little earner on the side writing a column for *Computer Shopper*. Nothing too bad there, but the column is entitled Mi Amiga (spit curse)! He is not alone though, for in the very same magazine your own 'Macca' McCandless reviews games for the Atari ST and the Amiga. These two so-called journalists should be hung, drawn and quartered for even daring to be unfaithful to the Speccy.

Stephen Barclay
Bearsden, Glasgow

It's a different Phil South and David McCandless. Pure coincidence. **Ed.**

You don't honestly expect anyone to believe that do you? **T'zer.**

Actually we share offices with Computer Shopper *and they're always nicking our staff to do bits and pieces. Just shows how brilliant we are really, doesn't it?* **Ed.**




NEW SERIES
11.00pm
Lenin of the Rovers
Four adventures of a communist football club starring Alexei Sav
1: Ghosts and
Ricky
...arry ...orinne ... CORNWALL
JACQUELINE ASHMAN
Announcer.......JOHN WITTY
Written by MARCUS BERKMANN and the producer HARRY THOMPSON. Stereo
(Repeated Wednesday 7.45pm)

TRAINSPOTTER AWARD

A MATTER OF DEGREES

Well, you stupid cloth-heads have done it again, haven't yer? Slap your eyes on page 43 of the May ish. Yeah, that's right, the compo page. When you've managed that little job read the far right column and you should get to the part that says "...study the diagram below". So I studied the diagram below and what did I find? A bloomin' entry coupon, that's what. The diagram is to the left, you clots, so I claim my Trainspotter Award here and now!

Lee Burton
Hathwaite, Notts

Oooooooh, silly us. I'd better send you one then, hadn't I? **Ed.**

Don't make it that easy you clot. Say that he was reading the mag the wrong way up or something. **T'zer.**

Um, it seems you were reading that particular page the wrong way up. You should have turned it 90° anticlockwise, then things would have made more sense. Sorry, no Trainspotter. **Ed.**

That's more like it. **T'zer**

DID YOU SPILL MY PINT?

It looks like your staff are being unfaithful to you! Enclosed is a billing from the *Radio Times* for *Lenin Of The Rovers*. As I looked at the small print I noticed that the writer was none other than Marcus Berkmann. So, Dr B has moved from the humble *Tip Shop* to the heights of Radio Four!

Anyway, the show was quite good (so tell Dr B) but if he slags off us Northerners and our teams again, a bunch of Boro fans will personally come to Castle Rathbone and feed Berkmann to Phil Snout.

So — if you don't want to lose a good member of staff, warn him not to offend us.

Nick Sweeney
Middlesborough, Cleveland

I'll give you a Trainspotter even though I personally think that all Northerners are a bunch of whining ninnies! **Ed.**

Eeer, I think that's a bit rash actually. **T'zer.**

Okay, I won't give you a Trainspotter. **Ed.**

That's not what I meant. **T'zer.**

FANTASTIC COCK-UP

I claim my Trainspotter Award for seeing in the review of *DNA Warrior* that Marcus said it was a rip-off of a sixties movie called *Fantastic Journey*. Well ha! *Fantastic Journey* was some crap Disney film starring two dogs and a cat. What Marcus really meant to say was *Fantastic Voyage* which starred Raquel Welch!

Archibald Bloggs
Sheppey, Kent

No Trainspotter because Fantastic Journey *was not a crap film. I for one was deeply moved by the heroic exploits of the two canine chums, as they bravely protected their feline friend from bears, polecats and skunks on their epic trek across the United States.* **Ed.**

Blimey, you sap. **T'zer.**

NOT TOO IMPRESSED

What is happening to *Your Sinclair*? The quality of this magazine has been swiftly going downhill over the last few months. It's like the Sun Readers' Guide To Computing and if it continues at its present rate will be no better than the *Sunday Sport*.

Do you ever sit back and look at what you're now printing?

1) The *Input/Output* page is full of rubbish like 'Eight year old blonde female would like to meet sexy he-men aged three years and over for a good time'. (Maybe this is exaggerated a little, but you know what I mean.)

2) *Program Pitstop!* What was a really good section is now full of mistakes. Have you looked at the May '89 issue and typed in the first part of *The Hacker*? Did you try any programs from the April ish? And what about December '88 — the unfinished *Squelch* program? Write to Dave McCandless for information or to complain and waste a stamp. Never a reply and never a reprint to correct the errors. No, I tell a lie, you did once print a few corrected lines in the *Psst!* section.

3) The free games. The mag usually says 'Fab', 'totally brill' or 'megagame'. Some are good, but do you ever read the reviews that you gave the game when it first appeared? Your descriptions in the magazine rarely match the reviews in past issues. This is usually the same with the demos and reviews of the finished product.

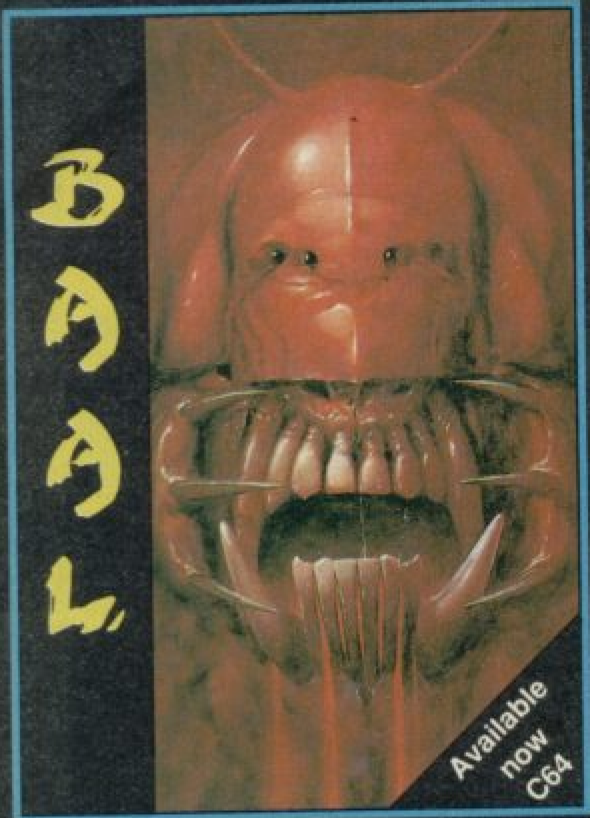
4) What about the 'All-new reviews'? They are total rubbish. The symbols used are very poor and you should 'review' them again before the next issue.

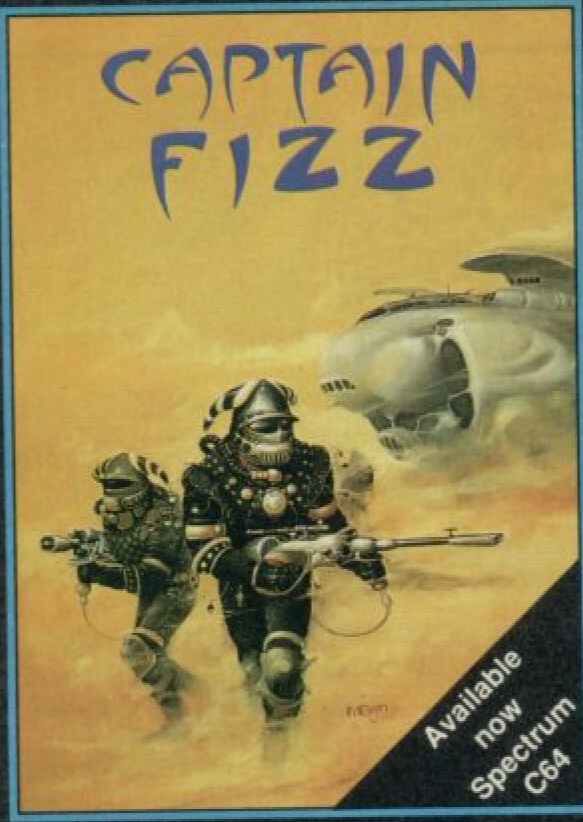
5) I would say the best section in *YS* is *Adventures*. I am not even a fan of adventure software but Mike Gerrard certainly writes a decent and readable section without the smut and sarcasm that you seem to enjoy in your editorials and replies to readers' letters.

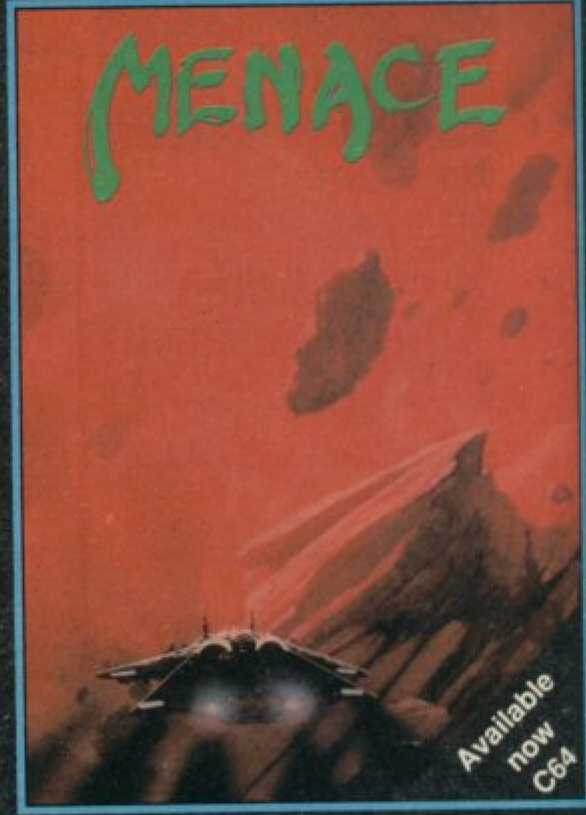
Finally, I think it's time you resigned and left *Your Sinclair* because quite frankly, if it continues as it is doing under your leadership it won't be around much longer!

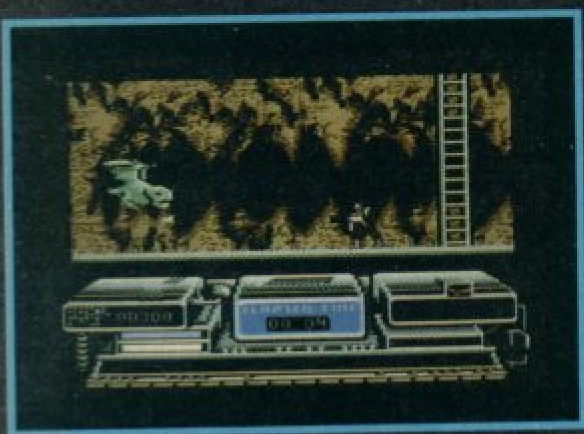
Keith Taylor
Wybers Wood, Grimsby

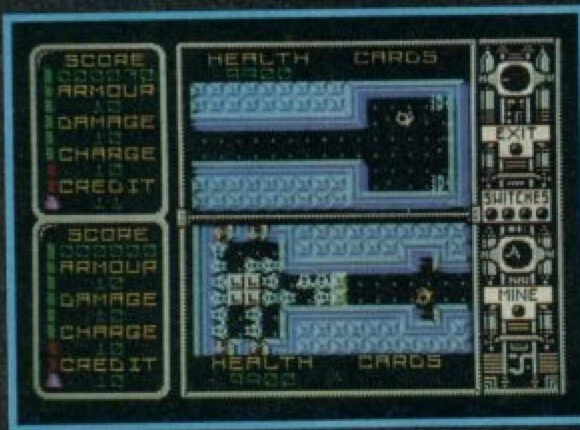
Our sales figures don't hold with your final comment I'm afraid. Still, it'll be interesting to see what other readers feel about your views. Mind you, on the Program Pitstop *point, all I can say is yes, things have been a bit dodgy recently due to — well it's a long story. But rest assured that from now on it's going to be perfect every month. Honest.* **Ed.**

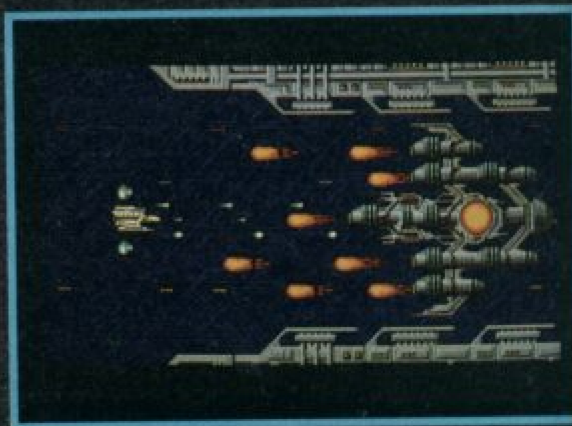












BAAL

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- Over 250 highly detailed screens, superb graphics and sound effects.
- More than 100 monsters and 400 traps.

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His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate battle fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic beasts to retrieve the War Machine . . . but . . . you must kill BAAL in the process.

Can you succeed? There is no option . . . the alternative is literally 'Hell on Earth'.

Screen Shots from the C64 Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

CAPTAIN FIZZ
Meets The Blaster-Trons

The message is simple: co-operate or die!

It's double fun and double trouble all the way in Captain Fizz, the most exciting simultaneous two-player game you and a friend are ever likely to play. It's a whole new world of split-screen, high-speed action, as both of you take on the nasty Blaster-Trons infesting the planet Icarus.

Yup, it's a tough mission alright, but you might just win out with the right blend of co-operation, courage, laser-hot reflexes, tactical sense. . . and brains. The action is fast and furious in Captain Fizz, but if you can't work out the right tactics you'll both be dead meat.

There are 20 levels of savage and relentless action to battle through before you reach your objective, the central computer that's causing the evil infestation. You'll never get there, though, unless you put your heads together and co-operate; your buddy can't do it on his own, and neither can you. This is one program where even the easy games are hard. So remember — united you stand, but divided you fall. . .

Two joysticks required for two-player game

Screen Shots taken from the Spectrum Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

MENACE

This is a pure arcade game – a fast action packed journey through six very different worlds where lightning fast reflexes and furious fire button action are your only hope of survival.

Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice . . .

The planet Draconia, an unnatural planet, has been formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxy, have ravaged and plundered space, using the worlds they have destroyed and the life forms they have created to build this planet of fear and death.

Now an end must be put to their reign of terror. A large scale attack will prove too costly to our space fleets. Draconia has many orbiting defence systems, the sacrifice may be in thousands of lives. A single fighter craft, approaching undetected, may have a chance to avenge those who have perished, by destroying Draconia. You have that chance . . .

Screen Shots are from the Amiga Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

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CAPTAIN FIZZ	
Amiga/Atari St.	£14.95
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C64/128C	£9.99
Spectrum	£9.99
MENACE	
Amiga/Atari St.	£19.95
C64/128D	£12.99
C64/128C	£9.99

PSYCLAPSE

AN 8-BIT BLITZ FROM PSYCLAPSE

Letters

MUCKED UP MAG

As I was flicking through issue 40, I was desperate to find the review of *Dragon Ninja*. I stopped at the voting form for Game Of The Year '88. I filled it in, cut it out and mailed it, then flicked over the page to find that some clot (no names) had put the review of *Dragon Ninja* on the other side. Piecing it together was impossible because I couldn't fit my hand in the letterbox. Next time put an advertisement on the other side — or I will send the Mafia round to make you play *The Deep* for five hours solid (evil stuff eh?).
Derek Robertson
Whitburn, West Lothian

Oh, sorry. Um, yes, I'll make sure there are adverts on the 'B' sides of compos in future. **Ed.**
You're losing it again, don't make ridiculous promises you can't keep — fob him off. **T'zer.**
The Mafia huh? Send them round. They don't scare me! **Ed.**
Yikes! **T'zer.**

WAHAY

Any possibility of printing a good, clear picture (maybe in the Corrine Russell style) of Jackie Ryan, 'cos I'm sure that she reminds me of someone from the *Renegade* game but I can't quite put my finger on the right sprite?
Khalid Jamil
Dollis Hill, London

No sooner said than done. **Ed.**



SMALL PRINT

Simon Liu is a turnip.
Tony Murray
Morden, Surrey
What have you got against turnips? **Ed.**

If you rearrange the YS postcode (using I's as 1's) you can spell 'I WIP ED'.
Fergus Hadley
Lancaster, Lancs
Well, if one rearranges the letters of your name (but misses out S, A and U and adds an I) you get I HELD FERGY — which is something you can probably get arrested for (unless you happen to be His Royal Highness Prince 'Randy' Andy Of York, that is). **Ed.**

This is just one big fake, but I did it for the Star Letter jobby.
Steve 'Zteev' Anderson
Gloucester, Poland
You're obviously not as good at forging as the short-sighted bloke who keeps on tripping over people's legs in The Great Escape then, are you? **Ed.**

It took me five minutes to write this. Send me those badges!!
Chun How Tung
Kings Norton, Birmingham
Bit of a slow writer, aren't you? **Ed.**

I think the new BBC weatherperson called Suzanne Charlton looks exactly like you!
Roberta 'Flack' Wilkins
Llangunnor, Carmarthen
Oooooh, you bitch. **Ed.**
Not you, irriot. Me. **T'zer.**

Do you want to know how far my 'loyalty' stretches? (Oo-er. Ed)
Paul, Westkilbride, Ayreshire
Not as far as Mister Fantastic's, I'll be bound. **Ed.**

Please modify and shorten at will.
Paul, Seamill, Ayreshire
Is this 'modified' and 'shortened' enough? **Ed.**

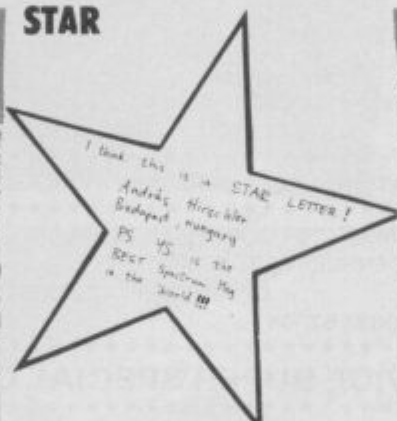
I fancy Michelle West (£5 please, Jason).
Martin Goree
High Wycombe, Bucks
Go out with Jason, Michelle — he's obviously got more dosh. **Ed.**

HURDIE-HO

Hi evil Ed! Just a joke! Ha ha ha. *(My sides have just split. Ed) (No need to be too rude. T'zer)* Okay, that's the joke-area — now to the serious area! You know *Target Renegade*, right? Good! It's an easy game and doesn't take too long to learn. But I think that it's a bit too easy. When it gets hard (Oo-er. Ed) I've rounded the game three to four times and got about 2,000,000 points. Do you know any way to make it any more difficult?
Kent Carlsson
Sweden

I can think of loads of ways, but I'll give you three.
Method one — Tune your television set in such a way as to make the screen go all fuzzy.
Method two — Use the keyboard and redefine the keys thus: S — Up, T — Down, U — Left, B —Right and six — Fire.
Method three — Get someone to break your collarbone (see Daniel Curran's letter).
Hope I've been of some help. **Ed.**
Well done. **T'zer.**

STAR



Well yes, it is a Star Letter, but unfortunately for you it isn't the Star Letter. **Ed.**

PRETTY AS A PICTURE

The new photo is great! Please send me a poster-size version for me and my wall. Your face is so beautiful it would cause more of a scandal than Christine Keeler!
Nick 'Hackmaster' Moon
Dagenham, Essex

Oooh, you are kind, Nick. It's my best 'side' though, I have to admit. **Ed.**
He's talking about my old mugshot, you clot. **T'zer.**
Um... (embarrassed silence). **Ed.**

KINDLY LEAVE THE STAGE

'Fraid we haven't got any 'rude' jokes this month. Still we do have some terminally crap ones. Best to get them over with as quickly a possible, so here goes...
Q. What's the difference between an apple and a lemon?
A. A lemon is yellow.
Blame that one on **Lindsey Chamberlain** of **London.** Hardly deserves a badge really, does it? Still, things get worse.
Q. What do you call a sheep with no legs?
A. A cloud!
Blimey. That one was the fault of **Alan Brash** of **Langside, Glasgow.** And there's more. Actually there isn't — **Graeme Price**'s joke is so awful we've decided (at the last moment) not to print it. Sorry Graeme.
So that's it! Come on you lot, get your 'jokes' down on paper and send them to Kindly Leave The Stage, *YS*, 14 Rathbone Place, London W1P 1DE. You could win a steaming hot mega-badge!!!

OOH, YOU POOR DEAR



Your problems solved by Madam Pico

Dear Madam Pico
My next door neighbours went on holiday recently and left me in charge of their dog, Brandy. The very next day I nipped out to the shops and tethered Brandy to a pole on the pavement while I popped in to buy a tin of Pedigree Chum. When I came out, not only was there no sign of the dog, but also no sign of the pole. It transpired (the police phoned me later) that I had tied him to a ladder on the back of a big American camper-van which had dragged him away. It wasn't until 30 miles down the road that the driver noticed something amiss and pulled over.
Needless to say, the dog was dead. The problem is that I had decided to tell the owners on their return that Brandy had died of natural causes – that is until his body was returned to me. Quite frankly it's a mess – bits hanging off all over the shop. Foul play is sure to be suspected. I can't tell them the truth so what on earth can I do?
Kevin Avery
Abingdon, Oxford
Oh Kevin dear, you are in a fix aren't you. Luckily there are many 'ways out' of this one. I'll give you two. Firstly, you could take Brandy's broken body to a taxidermist, where for a small fee you can have it patched up and stuffed. Hand this 'package' back to its owners and you can go for the death-by-natural-causes story.
Alternatively, you can simply bury the poor thing in the garden and tell your neighbours that the ungrateful hound ran off somewhere, the day before their return. I don't know how much money they left you for dog food, but using the second method you actually stand to make a small profit on the whole deal.



YS/SYSTEM 3 COMPO!

WIN!

WIN! (YES WIN! WIN! WIN!) Your Very Own *R-TYPE* ARCADE MACHINE Plus! (Yes Plus! Plus! Plus!) 20 Copies Of System 3's *Dominator*

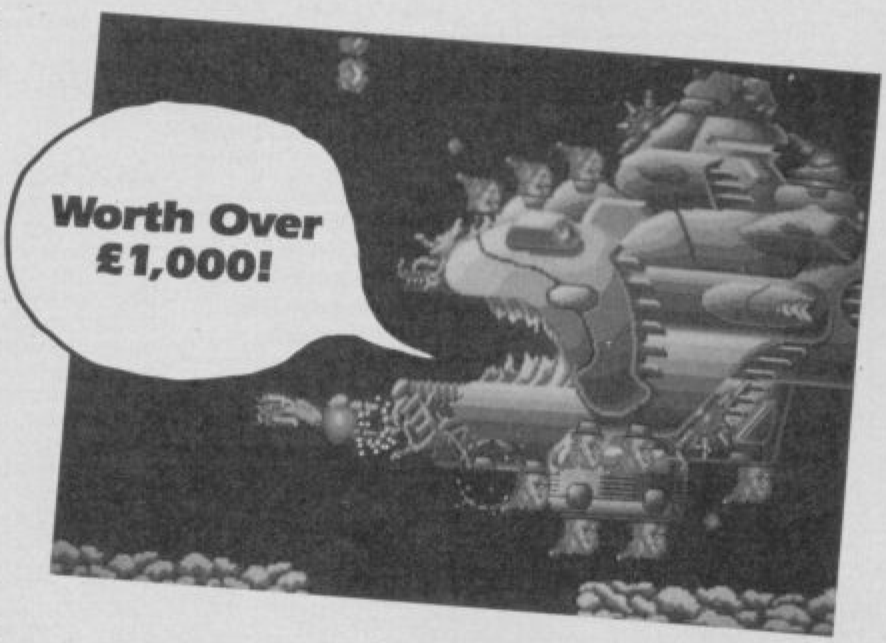
What's the scariest nightmare you can think of? Being stranded inside a crippled submarine in the middle of the Pacific with only Anna Raeburn for company? Or, a journey into the interior of Demis Roussos? Yaaaarrgghh! Guaranteed to stop even Mickey Mouse eating cheese before bedtime.

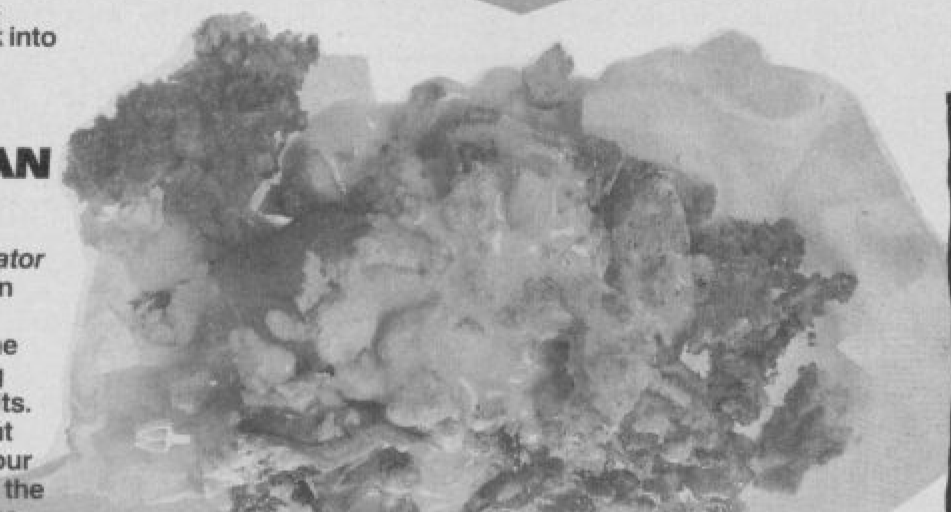
Just picture it. Approaching the rotund Greek vocalist from below and entering his left trouser-leg in your little spaceship, you head upwards looking for a suitable orifice to enter. "Yaaaargh" you scream as you realise this wasn't the most edifying route to take, and turn around, engaging full thrust.

Zooming along at a great speed (and with some relief) from the trouser-leg bottom, you head upwards towards his boat race. Hmmm, there are three ways in — two nostrils and a mouth — you plump for the mouth and set the co-ordinates.

Eeeeeooooowwwwww. It's getting closer. Closer. Closer. Oh no, he's about to start singing. Yikes! "For ever and ever and ever and ever and ever you'll beeeeeeeeeeee the one..." Phew! Made it through. Past the tonsils and down the windpipe. Yeeurgh! What on earth's that?? Blimey, it's... (*This is disgusting. Stop it at once. Ed.*)

Anyway, the horrendous experience serves as a link into the 'what you can win' bit. (*Only just. Ed.*)





WHAT YOU CAN WIN

Right, as you know, *Dominator* is the new System 3 game in which you get to fly a spaceship around inside the body of a giant alien, taking pot-shots at all its wibbly bits. It's all really yucky with giant throbbing things to work your way around — sort of along the lines of *R-Type,* which brings us to the first prize (which is rather mega). 'Cos the lucky winner of this amazing compo will win an (hold your breath)... original stand-up *R-Type* arcade machine. Yahooo! So you can destroy the evil Bydo Empire without shelling out three squillion pounds in 20 pee pieces. It's a blimmin' miracle! And for the runners-up there are 20 copies of the spanky new game *Dominator.*

HOW TO WIN

Seeing as *Dominator*'s an inside the body sort of a game, we thought we'd do an inside the body sort of a competition. Imagine if you will, someone having just consumed a hearty feast. The contents of the meal would come to rest in the old tum, right? Right! In a sort of 'splodge', right? Right! Not a readily identifiable meal any more, just a yukky mix of the original ingredients. Well guess what you've got to do? Pictured here is just such a resultant splodge, and you have to sort out the ingredients and identify the original meal — it might be worth referring to a cook-book if you're a bit of a 'kitchen clot'. Tick the relevant box, then fill in the coupon (or a photocopy), stick it onto a regurgitated tomato (or a postcard) and send it to Blimey, I Hope I'm Never Re-Incarnated As A Stomach Enzyme Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex. And make sure they reach us by the end of July.

RULES

- **Employees of Dennis Publishing or System 3 will get a knee to the stomach if they try to enter this.**
- **Get your stomach churning entries, erm, churning in before July 31st, 1989.**
- **Argue with the Ed's final decision and you're likely to get splodged.**

Delia Smith I may not be (thank God), but I reckon I can sift through the mess and come up with a Cordon Bleu 'delight'... Here's what I think the meal was:

☐ **Tagliatelli Carbonara**

☐ **Beef Ratatouille**

☐ **Chicken Provencal**

☐ **A McDonalds quarterpounder, fries and polystyrene container**

Name ....

Address ....

.... **'Ziiiiiiip' code** ....

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BYRITE SOFTWARE

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RED HEAT



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Davey Incredible though it may seem, here is the Ocean game of that muscular relief cream, *Red Heat*! (No, you idiot! That's *Deep Heat*. Ed) Hem, hem, sorry readers! In fact, what we have here is a conversion of the movie *Red Heat*, the tough comedy thriller starring Arnie Schwarzenegger and James Belushi.

Just in case you haven't seen the movie, Arnie plays mean Rusky cop Captain Ivan Danko, Head of Moscow's Homicide Division, and Jim Belushi plays a wacky Chicago cop who teams up with him. Their combined talents are up against one man who certainly doesn't 'just say no', wicked Viktor Rostavili. He's the fiendish Russian drugs baron whose collar our Arnie wants to feel! (Oo-er!) Viktor has now moved to Chicago ('My kind of town, Chicago is . .') (*Shut up! Ed*) and our heroes are in hot pursuit.

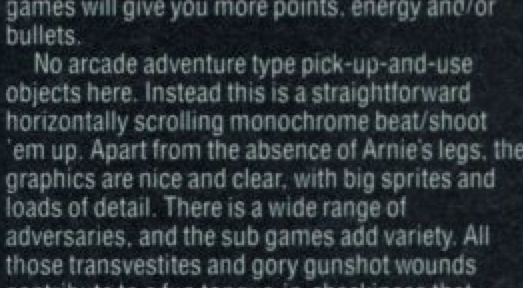
This is the game scenario . . . 'cos *Red Heat* the computer game follows the plot pretty closely. You get to play Danko, punching, shooting and head-butting out loadsa baddies on your way to the final showdown with Viktor. Jim Belushi is reduced to a cameo role as a little sprite who moves swiftly across the screen waving his hands about in Al Jolson fashion. *Red Heat* has been converted for Ocean by Special FX, the Liverpool based company who did such a skill job on *Batman – The Caped Crusader*. This game too features nice big clear, yet detailed, monochrome graphics, smooth scrolling and much of the company's (now) familiar, quirky sense of humour. The screen shows a horizontally scrolling cinema type pic with the characters visible only from the waist up, and is a tad sparse for my liking. Only half the area is occupied by the game and the rest, apart from small scales representing energy levels and bullets, is blank.



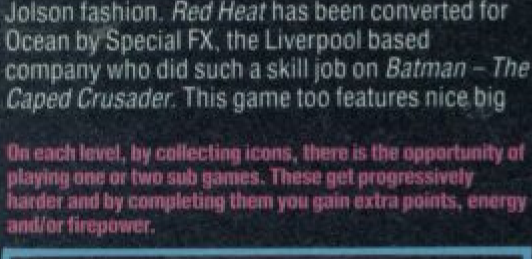
Arnie walks (or at least his torso does!) in a fashion reminiscent of the *Batman* sprite. On the right hand side he moves left and right, whilst trillions of baddies, head-butters, karate choppers, gunmen, cripples (sic), transvestite nurses (!), and the villainous 'Cleanheads' – the gang in Viktor's pay – all come in on the left to try and pop your clogs! Viktor comes on prior to his fight to have a potshot at you. Since he darts on pretty speedily from left, Arnie's fists can't reach him. There is however the opportunity to shoot him a couple of times in order to weaken him for the final showdown.

There are four levels and within each there are one or two sub games. Every now and then, you will come across a 'B' icon and by collecting these you get either more energy, more bullets, or entry to a sub game. Oh, and beware, there are also bad icons. These will suddenly pelt you with an energy-draining 'snowstorm'! Success in the sub games will give you more points, energy and/or bullets.

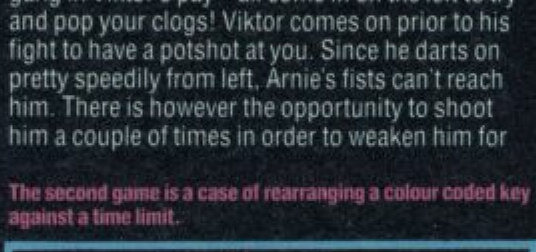
No arcade adventure type pick-up-and-use objects here. Instead this is a straightforward horizontally scrolling monochrome beat/shoot 'em up. Apart from the absence of Arnie's legs, the graphics are nice and clear, with big sprites and loads of detail. There is a wide range of adversaries, and the sub games add variety. All those transvestites and gory gunshot wounds contribute to a fun tongue-in-cheekiness that makes for an addictive and appealing game.



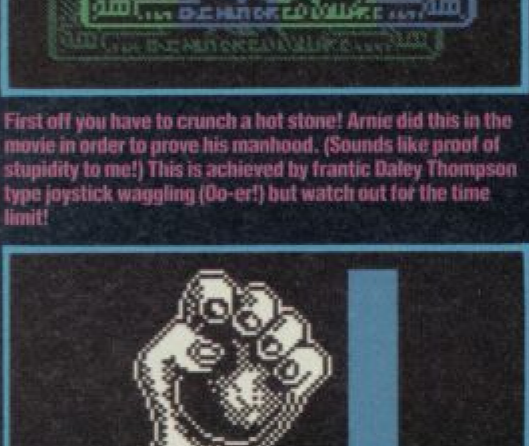
On each level, by collecting icons, there is the opportunity of playing one or two sub games. These get progressively harder and by completing them you gain extra points, energy and/or firepower.



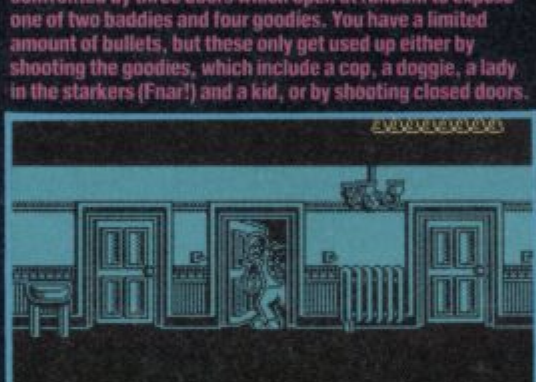
First off you have to crunch a hot stone! Arnie did this in the movie in order to prove his manhood. (Sounds like proof of stupidity to me!) This is achieved by frantic Daley Thompson type joystick waggling (Oo-er!) but watch out for the time limit!



The second game is a case of rearranging a colour coded key against a time limit.



Here you find yourself in the 'Rogues Gallery'. You are confronted by three doors which open at random to expose one of two baddies and four goodies. You have a limited amount of bullets, but these only get used up either by shooting the goodies, which include a cop, a doggie, a lady in the starkers (Fnar!) and a kid, or by shooting closed doors.



final

LIFE EXPECTANCY	GRAPHICS
75°	85°
INSTANT APPEAL	**ADDICTIVNESS**
83°	90°

Diagnosis

Jaw-socking stuff. Quirky and clear with a lot of variety but only a half-sized 'envelope' screen.

85° verdict

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HINTS 'N' TIPS

YS TIPSHOP



Once more into the mailbag, dear friends, as your own Phil Snouty swandives into more piles of your game hints 'n' tips.

Helleugh world, Snout here. Just thought I'd pop in and see how you're getting on, tipwise. Not so good, eh? Well, we can fix that, just a little tweak here, and a little twist there ... add a pinch of tips from around the globe and Viola! I mean Voilà! All your problems solved. Thanx to me and all your other Spec-chums around the world, that is. So without further ado let's jump in... Splosh!

Pac-Land

Worra spiffy game this is. Well, I like it anyway, 'cos it was one of the few games in the arcades I could get ENORMOUS scores on. It wasn't a bad conversion either and **Bruce Holloway** agrees.

"Here are two tips for the brill new Grandslam *Pac-Land* game, starring our favourite melon, Pac-Man.
• When you have used a power pill, move off the screen and back on again. The pill should have reappeared.
• When you come to a Break Time, jump above the second CREDIT figure. This will add many points to your score."

Gee, thanx Bruce. But why a melon?

Xenon

Ah, *Xenon*... I remember the first time I saw it. I was all of a quiver. (Someone had put jelly in me boxer shorts, and it was starting to set.) But all this fruit flavoured underwear aside, *Xenon* is a reet meaty old game, tha'knows, and both **C Armstrong** and **Thomas Vanner** agree, don't you fruitbuns?

"• Yup. And if you wanna beat it try these tips. Keep on the move and keep firing all the time. The sentinel moves in a fixed pattern, to kill it fire about 50 shots. When approaching the sentinel, keep to the right hand side of the screen. On Level Four never touch the left hand side of the screen. IT'S FATAL! Of course you can do the old header trick..."

What? What header trick? Do tell, me old hamburger rolls...

"The old header trick? It's easy, just load in the level header, then stop the tape and wind it forward to the level you want. Hah! Simple, eh? Take time to work out the alien attack patterns. When first starting, begin in the middle of the screen, 'cos aliens come from the top and bottom of the screen. Don't change to ground combat unless you're going for a token."

Cheers, ears! Now all we need to know is how to beat Level Two!

Repton

Yeeuch! Horrible slimy slippery things... oh sorry, I thought you said reptiles. *Repton*. Ho ho ho. Oh that's easy, I know how to beat that. How? Er, p'raps I better let my friends **Robert Leather** (honk) and **Nicholas Evans** explain... phew! That was close.

"• I bet you're wondering what the codes to *Repton* are... Well we've got them and if you print this we'll tell you, otherwise we won't."

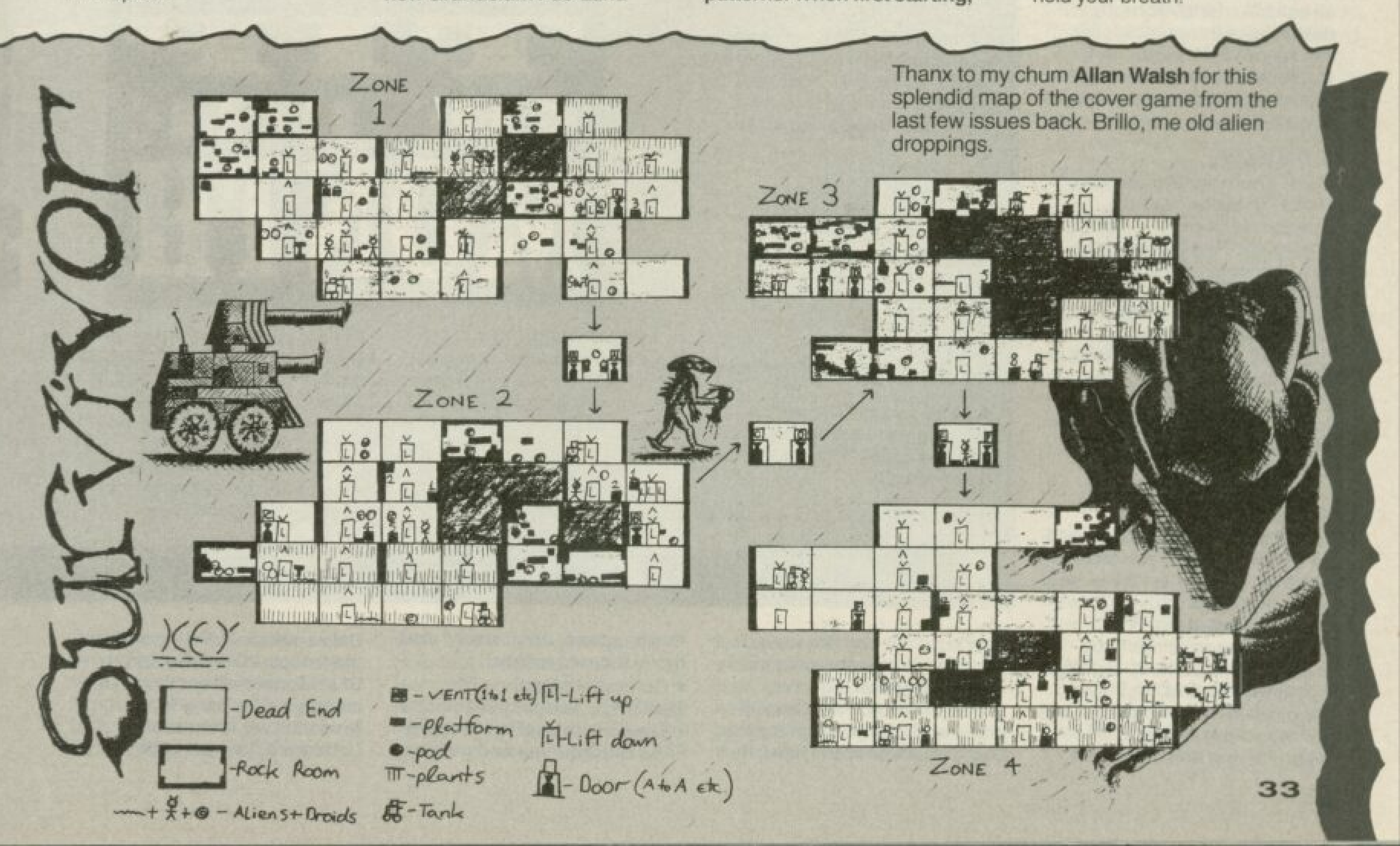
You've got to hand it to *YS* readers. Clear thinkers to a man. Carry on, fudgehead.

"Okay, here goes:

A	SCREEN ONE
B	ASP
C	CROCODILE
D	EARTHWORM
E	SEASNAKE
F	ANEMONE
G	BASILISK
H	CEPHALOPOD
I	ANNELID
J	LEVIATHAN
K	OPHIDIAN
L	KING COBRA

You should be able to get somewhere now. So, can we have our badges?"

'Course you can, chappies. But first we have to put it in the hands of Postman Pat, so don't hold your breath!



Thanx to my chum **Allan Walsh** for this splendid map of the cover game from the last few issues back. Brillo, me old alien droppings.

War in Middle Earth

Coo, a bit of a huge ginormous game this one. And not surprising as it's written by the man who can squeeze an army into a Speccy, Mike Singleton. You can of course squeeze other things into a Speccy, but it only makes your eyes water. And I should know. (Honk!) So now, let's have some tips from **Chris Smith**, who it seems knows a thing or two about Hobbitry.

"Let's start with a look at the various troops:

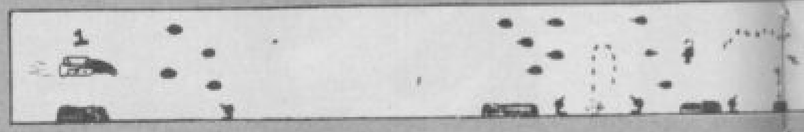
• The Fellowship
Men: Bog standard troops. Mind you, they can fight off Orcs even at the odds of three to one or four to one against. Better at defending than attacking.
Elves: Elves are pretty mean, and they can kill an Orc quicker than you can reset your Speccy. In between games of *Jet Set Willy*, they can usually get rid of 10 or 12 Orcs. Better at attacking.
Dwarves: These are the mean ones. They've got more iron than a bowl of corn flakes, and it shows on the battlefield. Good all-rounders.
Heroes: By these I mean those whose names appear when you press the R key, except for the Hobbits and Denethor (they just can't fight!). They can deal with a load of the enemy quicker than you can say "Let's all ask Mike Singleton why he didn't make the graphics 3D like *Lords Of Midnight*, as it would have been lots better."
Well, the graphics are a bit slow sometimes!

• The Enemy
Orcs: There are thousands of these. Thousands and thousands. A never-ending stream. But they are easy to kill. Very easy indeed.
Black Figures: I don't think these are Nazguls, 'cos a) they are only as powerful as Dwarves, and not as I'd thought the equal of somebody like Eomen, and b) I did in one game manage to kill 14 of them. Myself I think they're Orc Leaders.

• Battle Tips
It may seem obvious, but keep as many troops as possible fighting. Even when the enemy is down to a handful of Orcs in the middle of about 30 Dwarves, keep bringing up troops. ALWAYS keep Halflings out of the fighting, and if the Ring Bearer has more than one Orc attacking him, get him to wear the ring and disappear. Don't use Heroes like water, you'll need them more at the end of the game. You may notice that some Heroes will stand and even though they're being attacked won't fight. If this happens, don't worry. Just move them to safety.
• General Strategy
Start off by sending the troops in Bree south east to Isengard. Send the Dwarves and men in Dale south to Dol Guldor. Send the troops in Harlond and the Blue Mountains south east to Isengard. The party in Rivendell are to be sent to Lothlorien, to meet with

R-T

I've been waiting for the *R-Type* hints to start rolling in properly for ages, and sure enough here they are. There were some very nice drawings and stuff, but I couldn't fit everything in, so not all of you made it I'm afraid. Those who did though were, **Richard Kennard, Nick H & The Big Bud, David Camp, James Struthers, Sean Flanagan, Duncan Purcell, Adam Vaughan, Ben Dunbar** and **Graham Paul**. And so without much further dibbling around, here are their winning tips and maps. Let's hear it all from Sean Flanagan, Mapmaster General.



"• As you've had Level One already, here is a complete solution to *R-Type* from Level Two. Basically if you can't get past Level One you're a dead duck anyway, as the game gets much harder.

• Level Two: Stay to the bottom left of the screen. At the end of the level is a large heart. Lower your ship so that the pod attached to your ship touches the bubble on the top. It will destroy it much faster that way.



pic by **Richard Kennard**

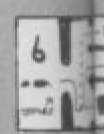
• Level Three: You can only go under the ship, and you must shoot out the thrusters or you'll get burnt.



• Level Four: Shoot everything. If you're not quick enough, a green wall will appear before you. The space ship on the end of the level will split into three bits. By shooting the green patches on the ships you will blow it. Staying to the right hand side of the screen is your best bet.



• Level Five : This is an easy level apart from the boulder cluster at the end. Your best bet is to ram your pod through it (honk) and keep firing all the time.



• Level Six: On this level there are large blocks that fly around the maze. If you're lucky a full power shot in its middle may blow it. I have drawn the only one that I could find to get through the level. The "o" symbols indicate where you should wait for a few moments.



TIP OF THE MONTH

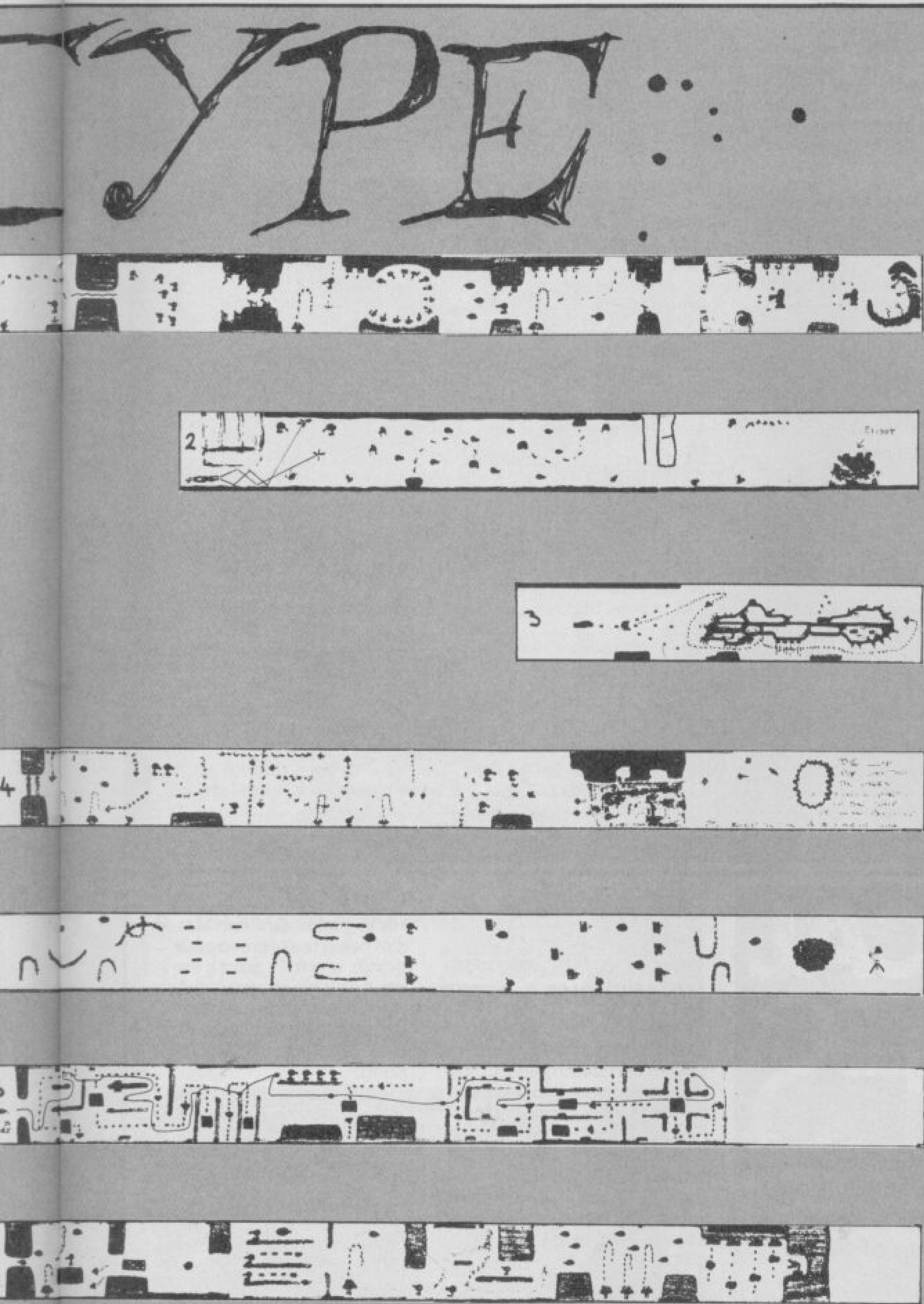
• Level Seven: The only tip I will give you for this one is to get your shield right at the end. You'll need it.

• Level Eight: This is the same as Level Seven, but this time there are more creepy things coming at you and at the end the monster who sticks his head up at you also fires.

• Level Nine: This is the last level... but I'm not going to tell you what's here. If you've got this far you can probably deal with it anyway. Aside from that I always get killed at the end of Level Eight! Ha ha ha ha!"

Okay, over to **Ben Dubar**. What's the buzz, hepcat?

"• Never stop blasting, but be careful not to crash into the scenery whilst whizzing



around. Blue plasma bolts destroy enemy bullets. The probe and other add ons can be released from your craft by hitting the space bar. This is useful for clearing out a path. Keep the probe behind you on Level Two to give the worm and blob a headache. Blast missile silos with the blue plasma bolts. (Hold down fire and release.) Don't panic! If you have a lot of special weapons you should find the task a bit easier. If not, remember that you're equipped with the blue plasma laser anyway. Depending on whether your extra add ons are in orbit on the probe or on your back or front, they do different things. Test them!"

And there you have it. What a barrage of blue plasma tips! I bet they saved up their beams for a while before they let them fly, eh viewers?

Celeborn and the Wood Elves. But wait for this moment as you should leave Lothlorien for Fanghorn when the group of Dwarves and men are attacking Dol Guldur at around the same time. You will have noticed by now that the attacks on Isengard are beginning to soften, so hold back the Elves and party at Fanghorn Forest, and throw everything else at Isengard, along with the troops arriving from the north west. Apart from the heroes that is, who should join with the main party. While the fight for Isengard goes on, slip past and head on towards Minas Tirith. Now comes the dodgy part. Wait outside the city, three or four squares away. The attacks on the city will pause for a while. Now comes the time. Throw absolutely EVERYTHING at Mount Doom, even those at Isengard. Use all of your humans as a battering ram to get the Ring Bearer to Mount Doom. Don't worry if they all die. If the ring gets to Mount Doom, then you've won. If you don't get it to Mount Doom, then they'll all die anyway!

• General Hints 'n' Tips
Always defend with your troops, unless using them to carve out a path for the Ring Bearer. The Ring should always be carried by a Hobbit, and there should always be another Hobbit with him, so that if the message 'The Ring is corrupting the Bearer' crops up, you can easily pass it on. Four Hobbits should be enough for the journey.

The game is mainly a case of timing, so you need to be swift. You may find that bringing the Elves of Lorien up to meet the Ring Bearers partly helps. My general strategy doesn't guarantee a win, but I find it the best one to use in my games. You may find that northern troops take too long to arrive in the south. If this is so, then instead of waiting for them to create a path, rush through at full speed. The party of the Ring Bearer tends to split easily. My advice is to do the whole journey in small steps. As you are waiting for a fair while in parts of the game, this works fine. But in a rush it does tend to slow you down a bit."

Many thousand thanx, me old hobbit. May your toes grow ever hairy in your shoes, and may you be as short as Kylie Minogue. Hah! I flippin' HATE short people. Mind you I hate tall people too. In fact, come to think about it, it's only people the same height as me that I like. Take the rest out and have them shot! *(You're fired. Ed)*

...and so, two bits

And that's all we have time for this month. And what a fine month it was. Er... what month was it again? Began with a J, I think. Never mind, it'll come to me. Anyway, whichever month it is, I'm off! I'll see you next time, and in between make sure you keep on sending me all those tips, maps, hints and stuff to Phil Snot (snif), *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE. And don't forget each one we publish will receive a gently throbbing and slightly squashy 'I've Got Big Tips' badge. *(They're not really squashy. Ed)*

DR. BERKMANN'S CLINIC

More expert help for the games-afflicted.

Okay nurse – bring in the first one. (And by the way, are you busy this evening, hem hem?)

THE LAST NINJA 2

It has to be said – this is one helluva tricky game. Or at least that's what Clinicians are finding, as I've been inundated with letters begging for haylp. When the going gets tough, I normally nip out for a pee myself, but fortunately all is not lost. Help is at hand, most notably from those bonzer geezers **Paul 'Tippex' Weatherston**, **Andrew McLean**, **Gregory Toal** and, most superbly of all, **Michael Adams**, whose magnificent complete solution – 11 sides of exercise book with coloured maps, no less – wins this month's prize of three spanky new games!

But first things first – let's answer **William P**'s query of a couple of issues back. Bill, as you may remember, had all the objects on Level One but didn't know how to use them. Just do the same as you would to pick up an object: either press P on the keyboard or pull your joystick bottom right or bottom left diagonally with the fire button pressed down.

Next, from the same ish, **S Burgues**, who wondered how to kill the juggler. Simple, S. You can't.

GOOD OEUF

This month's Egg of Eggs (not too runny) is one **Nigel J Whitworth** – a name that might just crop up elsewhere on this page before I've finished. He'll give you assistance on these fine young omelettes: *Aliens US, Action Force, Dark Side, Manic Miner, Moley Christmas, Run For Gold* and *World Cup.* Write to him at 61 Thisselt Road, Canvey Island, Essex SS8 9BP. And remember, no sae, no comment.

Meanwhile, another old chum of this column, **Chris Delahunty,** has added a few more games to his enormous repertoire (honk). Try him now (with the usual nice letter and sae natch) for *OutRun, California Games* (except *Flying Disk* – he hates that), *Airborne Ranger, Gunship, Spitting Image, Robocop, WEC Le Mans, Overlander, Guerilla War, Operation Wolf, Hammer Of Grimwold, Chaos, Techno Cop* and *Knight Tyme* (see below). And his address is 44 St Johns Way, Thetford, Norfolk IP24 3NW.

DAVID JONES DEPT

Thanks for the huge reaction to my megaplea for *Magic Knight* probs in *YS* 41. Letters from old stagers **DGW Griffith** and old **Delahunty** – both of whom must have cupboards full of *YS* badges by now – solved most of the problems. Thanks also for complete solutions to **Nigel J Whitworth** (go on, Nige, wossit stand for? Jeremy? Jupiter? Jehosophat?) and **The Wiz,** who wins this month's runners-up prize of a single spanky new game. So let's get on with it, eh lads?

KNIGHT TYME

Q: How to get past the barrier on Retreat?

A: Leave the barrier. Just wait for Murphy to arrive and take something from him.

Q: Where is the magic talisman?

A: Hooper has it on Monopole, co-ords 1-8-4.

Q: Any POKEs?

A: You don't really need them – just take the food from Sarab.

Q: What do you do with the sundial?

A: Take it with you. Don't wear it or you will die.

Q: What are the co-ordinates of the Tyme Guardians?

A: 8-9-6.

SPELLBOUND

Q: How do you repair the lift?

A: Go to Level Two and nick Miolnir from Elrand. Summon Thor to lift, give Miolnir to him, and command him to help. He'll now fix the lift. Don't under any circumstances try to get Miolnir back from him!

Q: How do you get Crystallium Spectralis?

A: Go to the Most Magic Room, drop the three crystals on the floor and make sure you're carrying the white gold ring, wand of command and crystal ball. Blow the elf-horn and summon Orik. Give him the crystal ball and the spell can now be cast.

Q: How do you get the Release Spell?

A: Carry the white gold ring and make sure that Gimbal is free.

Q: How do you help the Banshee's distant cousin?

A: Stand over the blob on the Ground Level and cast Armourous Photonous. You now have glowing armour!

And as for POKEs, there was one in Smash Tips part Four (ish 34). Yaha!

HAYLP!

And now it's time for you to lend a hand, a paw, or a green wibbly thing.

Peter Martin, frinstance, is having *Beachhead* problems. "When I'm engaged in battle with the Dictator and we're trying to knock each other off with shells, I can't seem to do them any damage, while they're slowly sinking me." He says he's going round the bend – can you straighten him up?

As always, send your answers to these questions, or your own gamesnags, to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Anything printed wins a gleaming new badgette!

PRACTICAL POKES

Hurrah!* David McCandless *celebrates his release from the shackles of Pitstop purgatory with another fab bag of hacks, cracks, POKEs and jokes.

Graham Mason, he of unnaturally large POKEing ability (fnarp), has disgorged a bounty of beautiful, blossoming POKEs for you to delight and dribble over. Take it away Turbo!

BIGFOOT

Yes, a bestial hack for the game orientated around the unapproachably large feet (slabs of meat to you, guvnor) owned by the Sasquatch of North America. And it's that hairy beast **Graham Mason** who's hacked it.

```
 1 REM Dun By Turbo And The
 2 REM Hendersons (Wacky)
 3 REM Every Time You Die You
```

```
  4 REM Get Another Life
 10 CLEAR 27000
 20 INK 0: PAPER 0: BORDER 0: C
LS
 25 POKE 23739,82: POKE 23740,0
 30 LOAD ""SCREEN$
 40 LOAD ""CODE 28396
 50 LOAD ""CODE 49450
 55 POKE 23739,244: POKE 23740,
9
 56 POKE 55589,60
 60 LET 1≠USR 49450
```

HELLFIRE ATTACK

I really liked this game. No, no – I really did. Loved it in fact. Adored it. It was great. So here's a hack for it. Shake **Graham Mason** warmly by the hand. Again.

```
 10 REM Hellfire Attack
 20 REM By Turbo The World
 30 REM Simply Cannot Keep Up
 40 FOR a=50000 TO 50017
```

```
 50 READ b: POKE a,b: NEXT a
 60 LOAD ""CODE
 70 LOAD ""CODE USR 50000
 80 DATA 33,89,195,34,144,234
 90 DATA 195,96,234,175,50,225
100 DATA 162,205,91,155,251,201
```

DYNAMIC DUO & PETER PACK RAT

Graham Mason has also plotted his quite immeasurably large intellect in combing down the length of our ever-present Firebird loader hacker. And here's the result, complete with two complementary hacks. Simply tag on the short data lines to the large (but not quite as large as it used to be) program.

```
 10 REM New Improved Firebird
 20 REM    Poker By Turbo
 30 REM As In No More Massive
 40 REM    Data Poke Lines
 50 FOR a=40587 TO 65535
 60 READ b
 70 IF b=999 THEN  GO TO 90
 80 POKE a,b: NEXT a
 90 LET k=USR 40587: LOAD ""
100 DATA 33,0,157,6,0,54,158,35
110 DATA 16,251,54,158,62,157
120 DATA 237,71,237,94,201,245
130 DATA 197,213,229,42,199,158
140 DATA 54,118,42,201,158,126
150 DATA 254,195,32,18,33,203
160 DATA 158,237,91,201,158,1
170 DATA 20,0,237,176,62,63,237
180 DATA 71,237,86,225,209,193
190 DATA 241,255,201
200 REM Put Ya Data Ere Chum

200 DATA 18,93 187,93,33,175,60
201 DATA 34,80,222,195,52,196
202 DATA 999
203 REM Dynamic Duo Never Die
204 REM          Turbo

200 DATA 18,93,187,93,175,60
201 DATA 248,107,195,0,238,999
203 REM Peter Pack Rat Inf
204 REM Lives. Nice Try To Hide
205 REM It Software Creations.
206 REM But You Never Met Turbo
```

SKATEBALL

His Highness **Graham Mason** (I'm being really creepy this month, aren't I?) graces the page with his monarchial presence *yet* again with this redolent hack for *Skateball* (or *Skat-beul* as they say south of Kent).

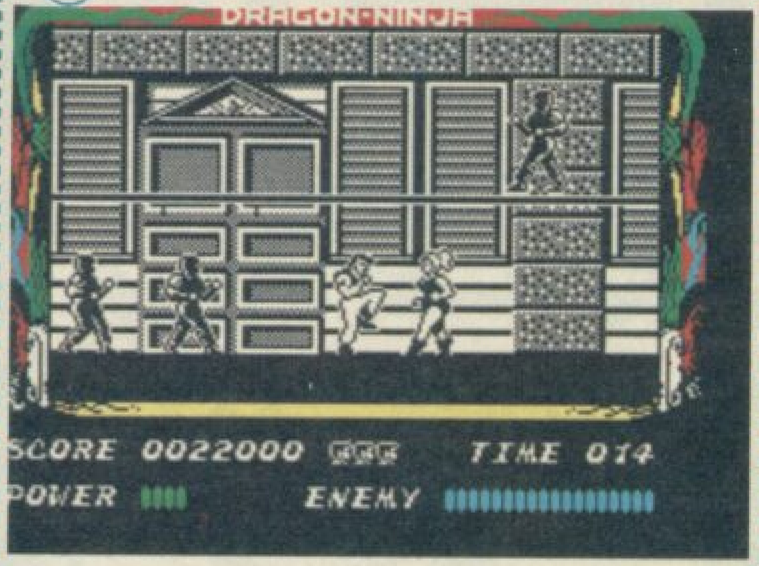
```
 10 REM   Good Old Turbo
 20 REM   Skateball Hack
 30 REM Always Select Genghis
 40 REM Put Your Own Values Up
 50 REM To 128 In Lines 70 - 80
 60 LOAD ""CODE 30000
 70 LET str=30: LET bal=30
 80 LET sho=30: LET rea=30
 90 FOR a=22528 TO 65535
100 READ b
110 IF b=999 THEN  GO TO 130
120 POKE a,b: NEXT a
130 RANDOMIZE USR 22528
140 DATA 49,255,90,175,55,221
150 DATA 33,0,91,17,0
160 DATA 165,205,86,5,62
170 DATA str,50,161,119,62
180 DATA bal,50,162,119,62
190 DATA sho,50,163,119,62
200 DATA rea,50,164,119,195
210 DATA 0,96,999
```

THE END

If the varied range of POKEs on this page (albeit dominated by the inimitable Graham Mason) has inspired you to do something immoral with a disassembler, then send it my way (the something, not the disassembler). The more immoral the better. The address is (as always) David McCandless, Practical POKEs, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Until next month, au revoir.

arcade adventure

NOURISHING TIPS



Dragon Ninja

Part 2

arcade adventure

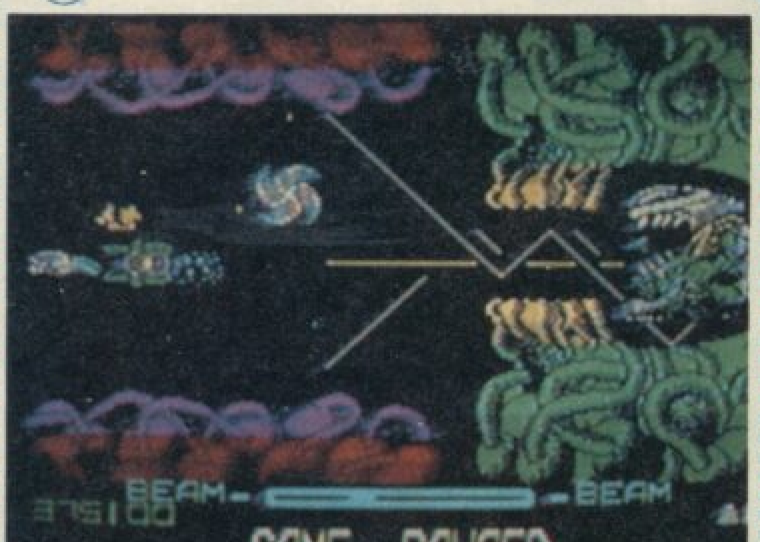
NOURISHING TIPS



Captain Blood

shoot 'em up

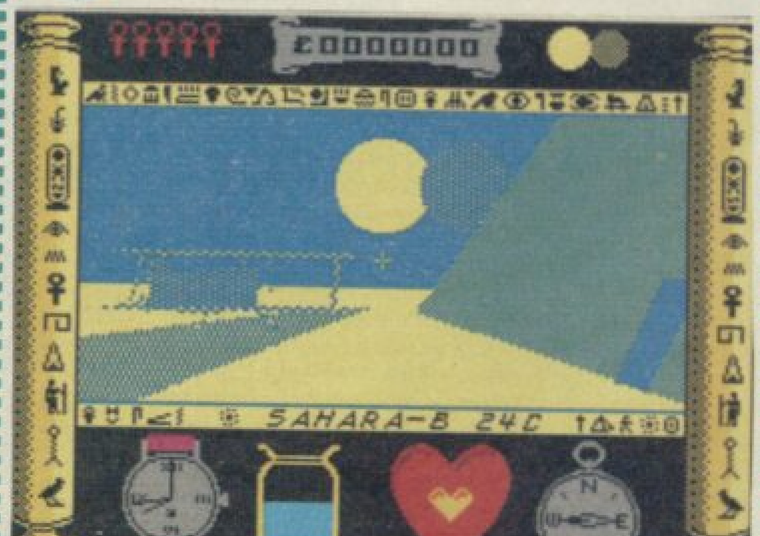
NOURISHING TIPS



R-Type

arcade adventure

NOURISHING TIPS



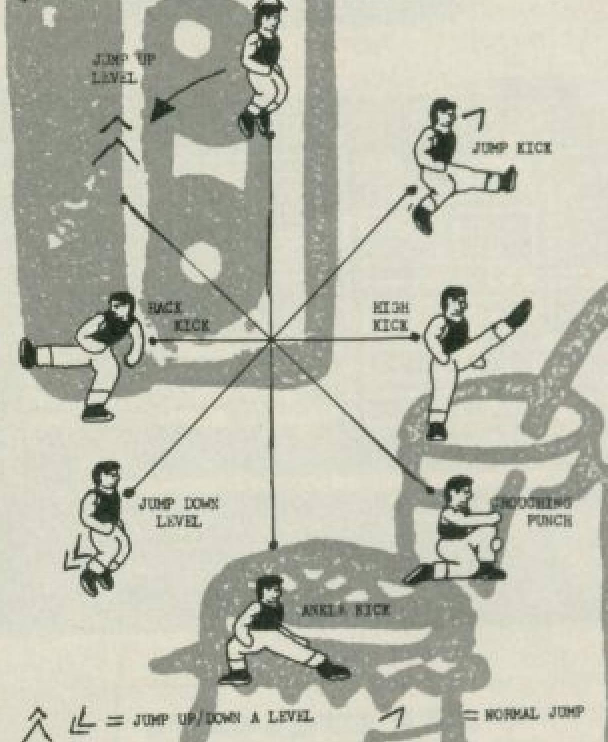
Total Eclipse

Captain Blood
By Simon Morgan

In the beginning, if you are lucky enough to find a 'Buggle' (a sort of pink flying insect!) then say to it "Code Information Help." The Buggle will then say something and you should say the name of an alien, Keypac. The Buggle will then tell you the co-ordinates. You will also be told how many Numbers there are. To make it just that little bit more tricky, one of the Numbers is himself a Buggle! Anyroadup, find all the Numbers and snuff 'em, then go to planet Rosco II, the Buggle planet! Beam up a Buggle. Then go to the fourth talker. Go to any planet and press teleport. At this point a woman will appear on your control panel. *(Coo, can I have this fitted to my car? Phil)* At this stage you will have completed the game.

Dragon Ninja
By Gordon Wallis

The inlay's movement instructions have some mistakes! here are the correct ones with fire pressed

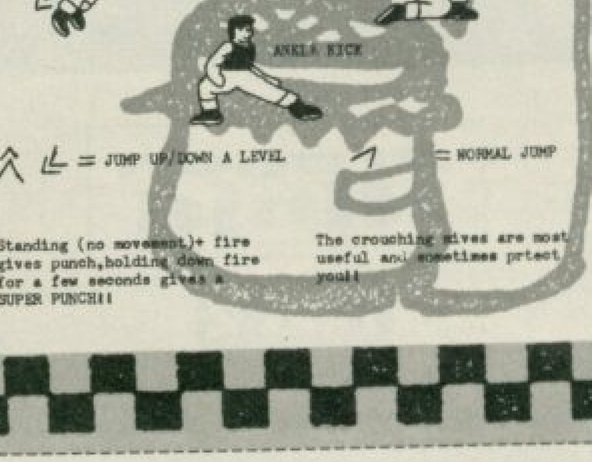


Standing (no movement)+ fire gives punch,holding down fire for a few seconds gives a SUPER PUNCH!!

The crouching mives are most useful and sometimes prtect you!!

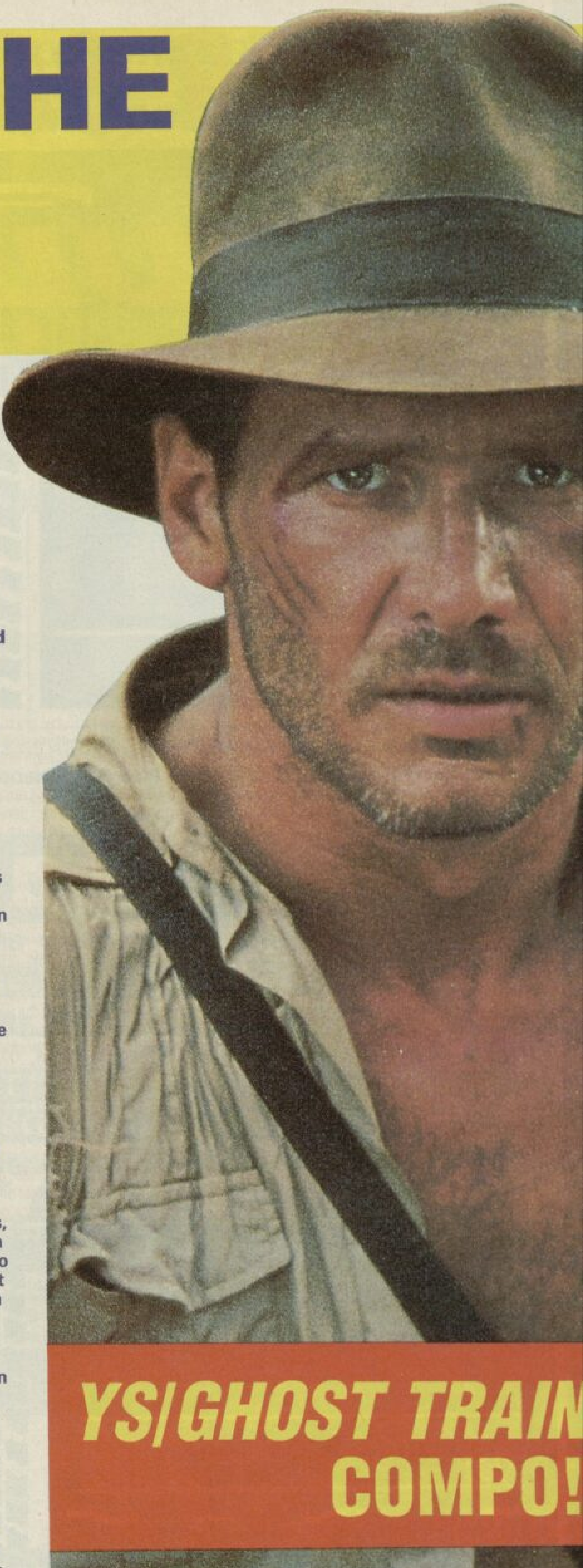
7. HORAKHTY -B. Shoot barrier on West steps. Climb them. HORAKHTY-I. Turn left. Climb stone and shoot base of pillar to bring the treasure chest down. Take treasure. Heading South-East go through door to HORAKHTY-J. Descend steps. There is an Ankh under the stairs. Take it and return to HORAKHTY-I. Standing in a North-West position take the middle door. Walk ledge to HORAKHTY-C. Turn left, go through door. HORAKHTY-F. Shoot the eye symbol to make the match. U-turn. Go through door by arrow symbol.
8. KHEPRESH-E. Turn left and shoot at wall until it disappears. Take the Ankh and the treasure. Climb left stairs into KHEPRESH-B. Take the right door. KHEPRESH-C. Turn left. Walk to the end of the ledge and descend the stairs. Take the Ankh hidden under the steps. (You should now have all the Ankh symbols at the top of your screen in yellow. You will need these five to open door of shrine of Re. There are two other Ankhs to collect. Although you can pick them up, their possession will not show on the screen.) Return to HORAKHTY-C. Fill the water bottle from the pool in the floor. Retrace your steps back to HORAKHTY-B. Descend steps and climb steps facing you.
9. HORAKHTY-E. Climb steps by the eye symbol. Enter. PHARAOHS-F. Shoot rope attached to Ankh to bring it down. Take it. Go through the door in the South wall. NEPHTHYS-F. Descend steps, U-turn, and go through the door under the steps into NEPHTHYS-C. Carefully walk on the ledge and exit through the door at the other end into NEPHTHYS-B.
10. Walk as quickly as possible through the chamber, because to linger can cause a heart attack. Turn left, take the treasure, head north up the steps into PHARAOHS-A. Climb over the stone, U-turn. Looking up shoot at the door. Wait for the steps to disappear. Shoot again. Climb the steps. They will disappear once you reach the top. Touch the barrier. (You will lose an Ankh but the screen won't register.) Enter.

R-Type
By DS.



Take out the eyeballs in order. To blow up number two, fly into it for a quick kill. When all the eyeballs have been destroyed the green head should pop out of its belly. The head spits out snake things, the first one curving towards the top of the screen. The second one curves towards the bottom. The third one the middle. Dodge the first one and detach your probe, then fly to the top of the screen and wait. The probe will home in on the alien, blowing up the whole beastie.

HOLD THE FRONT PAGE!



Whip up an Indiana Jones design for the cover of the September issue of *YS* and watch it materialise LIVE on TV's *Ghost Train!!!!!* Plus win the new US Gold *Last Crusade* games and loads more fab goodies!

Ever fancied yourself as a cool cat cartoonist? A graffitti guerilla? Of having your brush strokes splashed in glorious technicolour across the box and in newsagents up and down the land? Well, lend a lughole to this, 'cos now's your chance.

YS is giving away the front cover of its September issue. At the moment it's a completely blank page waiting to be filled with the lucky winner's design for US Gold's latest Indiana Jones extravaganza — *The Last Crusade.*

INDIANA'S BACK FOR THE FRONT

You've heard of a cool gent named Indiana Jones. The sort of guy who risks life, limb and leggings just to lay his mitts on a slice of Terry's Chocolate Orange! Ooooh, the suspense! Well our intrepid hero's back this summer in an all-new adventure, *Indiana Jones And The Last Crusade.*

And to celebrate the release of the forthcoming film (said to be his last) US Gold is launching two (yes that's right — TWO) Speccy games based on the flick. One will be a rip-roaring arcade game, the other an adventure. Naturally we'll be giving full coverage to both, way before any other Speccy mag, so keep your eyes peeled.

HOW TO WIN

'Tis as easy as rescuing a poor damsel from a pit of poisonous snakes wearing only your underpants and a blindfold. All you've got to do is design a cover depicting the fearless crusader's exploits. It must be in colour and A4 sized but for more details on exactly what to do and closing dates tune into *Ghost Train* on ITV on Sunday 25th June. Shauna Lowry, your hostess with the mostess, will be furnishing you with all the details (and a new sofa bed if you're lucky) live on the programme. And she'll also be announcing the winner on August 13th — that's if that interfering rogue, Norris the sheep, lets her get a word in edgeways! Just imagine the fame and the glory!

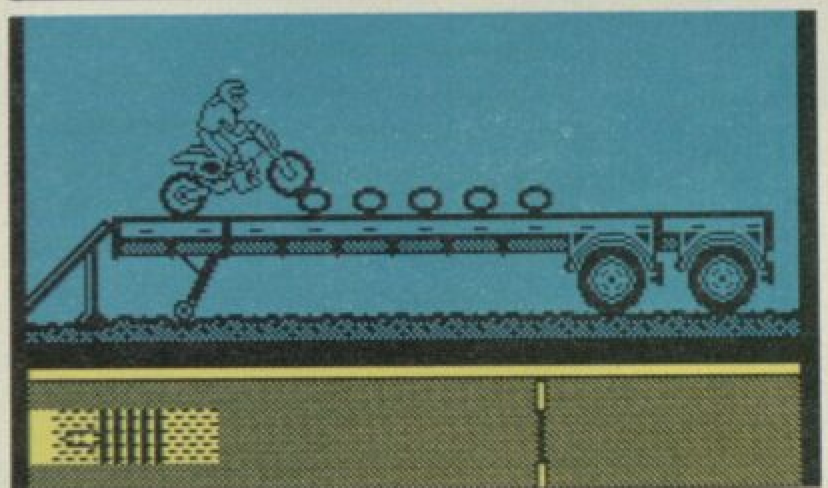
WHAT YOU WIN

Not only will the lucky doodler get to have his or her own handiwork on the cover of one of the best mags on the planet, but also one of the best TV progs in the universe. He or she will also win, along with the four runners up, the two new US Gold Indiana games, three unputdownable Indiana paperbacks from Sphere, a US Gold T-shirt, a *YS* T-shirt, a badge and one year's subscription to the mag too! Corks!!

So don't forget to tune in on 25th June to *Ghost Train* for all the details. 'Ear, get squiggling, all you Van Goghs out there! And who knows? Today *YS* and *Ghost Train* — tomorrow the Royal Academy!!

SUPER SCRAMBLE





Gremlin/£9.99 cass/£14.99 disk

Dunc Have you ever seen *Kick Start?* The BBC's trials riding programme, hosted by Peter "Old Blue Peter Presenters Never Die, They Just Fade Into Mild Obscurity Along With Their 70's Hairdos" Purvis? The idea is this — a number of 'bikers' compete with each other over a hellish course which is choc-a-block full of obstacles such as logs, cars, see-saw ramps, 86° slopes and crocodiles. (*Are you quite sure about that last one? Ed*) The course has to be completed in the shortest possible time, and failure to negotiate any of the obstacles results in a time penalty — usually ten seconds. And that, essentially, is what *Super Scramble Simulator* is — a *Kick Start* computer game. So let's have a gander.

S.S.S. is a right to left horizontal/vertical scroller with the playing screen split into three bands. (Look at the screenshots. What's that? Oh, you have already. Sorry, my mistake.) The top band is a side view of your bike, the middle band is a bird's eye representation in smaller scale — so you can see what obstacles are coming up long before they appear on the top bit. The bottom band is your motorbike control panel, with speedo, rev-counter, icons to show which gear you're in and the timer, which ticks down from an initial nine minutes and 20 seconds.

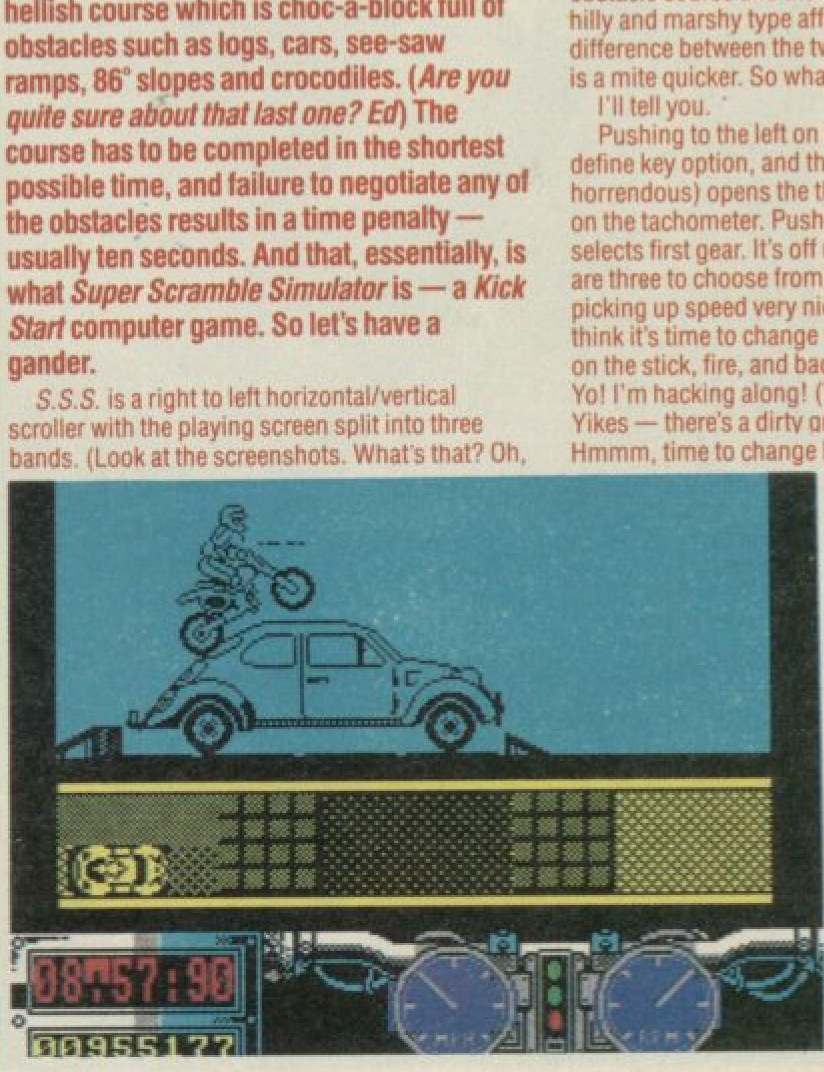
There are two types of course in the game — obstacle and off road, the former being, erm, an obstacle course and the latter a more up and down hilly and marshy type affair. The essential difference between the two is that the off road race is a mite quicker. So what's the control like?

I'll tell you.

Pushing to the left on the joystick (there's no re-define key option, and the ones you're given are horrendous) opens the throttle and revs up on the tachometer. Pushing forward and firing selects first gear. It's off road Number One (there are three to choose from) in the easy section. I'm picking up speed very nicely, thank you, and I think it's time to change to second gear. Forward on the stick, fire, and back to the right for full revs Yo! I'm hacking along! (Well, doing about thirty.) Yikes — there's a dirty great hill! Up, up, up. Hmmm, time to change back down to first again — back on the stick and fire. That's better — the bike's really pulling again. Yikes, it's the crest of the hill, and I'm steaming. Ally-opp! Up in the air. Left and right now controls the inclination of the bike. Back, back, back — let's get the front wheel up for a nifty Eddie Kidd type landing. Oh dear, too far — it's going to be more of an Evel Kneivel landing. Blammo!

The course is littered with other hazards such as little holes in the ground, which have to be taken at very slow speeds and bunny-hopped over, wheeling the front wheel over them and then popping the back wheel over as well (left and fire on the joystick). All the time you're riding it's a good idea to have your eye on the middle strip, as you also have to steer the bike left and right to avoid brick walls and such like. You can only perceive this lateral motion from the birds-eye view, and in more difficult obstacle course levels you've got to weave around all over the shop while keeping your attention equally focused on the side-view screen 'cos you've got bunny-hops to do at the same time.

There are 15 courses to be completed in all, ranging from quite hard to flippin' murder. The graphics in the game could be described as somewhat rudimentary. I found they worked quite nicely but could have been better. The sound's just the motorbike engine (the whine goes up and down depending on the revs), and a little tune plays when you crash. Everything scrolls well, and once you've got the hang of the control system it's quite an addictive little jaunt. It'd be brilliant if someone could produce a hybrid of this and *Enduro Racer*, but *Super Scramble Simulator* will keep me going for now!



final

LIFE EXPECTANCY	GRAPHICS
80°	67°
INSTANT APPEAL	ADDICTIVNESS
75°	80°

Diagnosis

BBC's *Kick Start* on the Speccy. Quite a challenging and fun Trials Riding game with barrels of addictiveness hiding behind its slightly unpolished visual exterior. Vrooooom!

80° verdict

YS READERS GAME OF TH

We knew what we thought, but we didn't know what you thought. So we asked you to write in and tell us your fave raves of '88. After all the votes had been counted, *Jackie Ryan* dressed up in her best frock and nipped down to the star-studded award ceremony to bring back the results.



Blimey O'Riley! What a night. The Ed told me the place was going to be full of stars – but he didn't tell me it was 'cos the award ceremony was being held on the roof of Castle Rathbone! Puh! Still there were enough minor celebs around to make a decent do of it and the results were certainly very interesting. Did your choices for the best games of '88 match our overall results? Read on and find out.

BEST ARCADE ADVENTURE OF '88
presented by David Bellamy



Evening, evwebody. Well there was absolutely loads of nominations for this categowy, and I have here in my sweaty little paw (chuckle chuckle) the Top Thwee as voted for by *YS* weaders. I'll just explore this huge ginoourmous envelope that I have here in fwont of me (scrunch, crunch) and wead out the wesults in weverse order.

In third place is *Gauntlet II* from US Gold. This spooky little follow-up to *Gauntlet* pwovided us with even more dungeons and hazards to overcome than its pwedecessor.

In second place is *Last Ninja II* from System 3. Lots of people voted for this spanking game, which involved twacking down Kunitoki thwough the mean stweets of New York.

But way ahead of both these two games and standing out in first place is *Where Time Stood Still* from Ocean. It was a mega piece of coding for the 128K only, which pwovided an absolutely gigantic arcade adventure of staggewing pwoportions. Will there be a follow up? We'll have to wait and see.



BEST ARCADE ADVENTURE OF '88

1) ***Where Time Stood Still*** **– Ocean**
2) ***Last Ninja II*** **– System 3**
3) ***Gauntlet II*** **– US Gold**

BEST SHOOT 'EM UP OF '88
presented by Sylvester Stallone



Oooph. Don't push me! Ah I said don't push me! And no quessions about Brigette, okay? OKAY!? Huh? Ya wanna know the results of the Shoot 'Em Up Of '88 poll huh? *Rambo III*, man. Whaddya mean it ain't? Look in the envelope? Uh, oh, right. Rrrrrrrrrriiipp!!

In uh, tird place it's *Cy...ber....noid* from Hewson. A pretty neat shoot-up aliens game. Needs good reflexes, judgement and strategy. Another cool one from Raphaelle Cecco.

In second place it's... uh... uh..... *R-Type* from Activision. The best defender style format game that the Speccy's prob'ly ever seen. Think it'll ever be bettered? Well, *do* you, punk?

But way out in front by a long, long way is *Operation Wolf* from Ocean. Youse readers sure did love this big bunch of fire power, stalking through the jungle looking for hostages. Hey, sounds like a neat idea for *Rambo IV*. And *V*. And *VI*. And *VII*. And......

BEST SHOOT 'EM UP OF '88

1) ***Operation Wolf*** **– Ocean**
2) ***R-Type*** **– Activision**
3) ***Cybernoid*** **– Hewson**



BEST DRIVING GAME OF '88
presented by Murray Walker



And heeeere comes the golden envelope! Heere it comes, scorching across the podium, heading *straight* for the finishing line. But, oh no, what a disaster, it's slipped off the track. Will we ever find out the result? Oh – LOOK – AT – THAT! The ambulance teams are on their way already and they've *saved* the envelope. So, without further ado, let's get *straight* on with the results. Teeeaaar!

And in *third* place it's *Overlander* from Elite. This superrrb piece of programming gave us a futuristic glance at the road users of the future.

In second place it's *OutRun* from US Gold. That nippy little coin-op conversion which brought us hours of fun, cruising along the highways in our testarottas.

But in surprise first place, and reaching the finishing line way, waaay ahead of any of the other racers it's *Buggy Boy* from Elite. This sneaked out in the middle of

OVERALL TOP FIVE
(Yes, we know we asked you Top Five actually, so here the



Okay, so here's the moment you've all been waiting for – the *YS* Readers' Overall Top Five. And what taste our readers most obviously have, 'cos all the games in the Top Five are *YS* megagames of '88!

In fifth place is *Cybernoid* from Hewson, which was megagamed back in May '88.

In fourth place *R-Type* from Activision megagamed in January '89. (Yes it does count, 'cos the Jan ish came out in December. So ner!)

In third place, it's *Last Ninja II* from System 3, megagamed in September '88.

In second place, *Target Renegade*, another one from the Ocean stable, which was megagamed in July '88.

And the overall best game of '88 as voted by the readers of *YS?* None other than that huge smash *Operation Wolf*, yet another Ocean offering, megagamed in December '88.

BEST ADVENTURE OF '88
presented by Anneka Rice



Where's the clue!? *Where's the clue!?* Somebody must know. Squeal. Bounce. Boing. Oh look! This must be it. Stop the clock, stop the clock! Rrrrriiiipppp! What does it say? Puff! Gasp! 'Go east to Bottomlow and find Ingrid. She'll tell you the third placed adventure.' Yes, yes. I can see her. What is it Ingrid? What is it? *Gnome Ranger* from Level 9. Excited squeal! Jump! Thump! Wobble!

Oh! Hold on! Hold on! Here's another one! 'Go north to find the second placed adventure. It's underneath that book in the corner.' Yes, I can see it, I can see it! It's *Mindfighter* from Abstract Concepts. Ooooh! Squeak.

Oh! I don't think I can bear it. There's one more to find. 'Go south to the Adventurers Guild.' Yes, here it is. And the winner of the Best Adventure of '88 is *The*

THE YEAR AWARDS 1988!!

'88

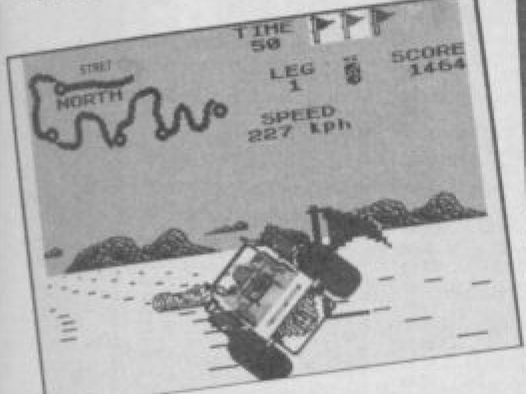
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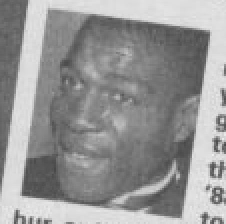
'88 to mediocre reviews, but what an obvious winner on the gameplay front! Vrooooom! Screeech! CRASH!

BEST DRIVING GAME OF '88

1) ***Buggy Boy*** **— Elite**
2) ***OutRun*** **— US Gold**
3) ***Overlander*** **— Elite**



BEST BEAT 'EM UP OF '88
presented by Frank Bruno

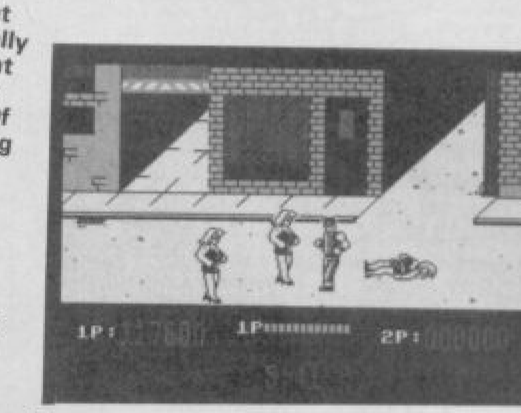


Yeah, know what you mean 'Arry, know what you mean. Well it's really great to be here tonight to present the prize for the Best Beat 'Em Up Of '88. No, no, it's not going to Mike Tyson, hur, hur, hur, or to *Frank Bruno's Big Box* either. (Oo-er.) Anyway 'Arry, lemme just punch through this envelope to see who the winners are. Biff!

Yeah, er, in third place it's *Double Dragon* from Melbourne House which just managed to be included in '88 by the skin of its molars, Arry. Full of yobbos and psychopaths — it was a punching good game.

In second place is *Street Fighter* from Go! With big, big sprites, this martial arts beat 'em up was good fun.

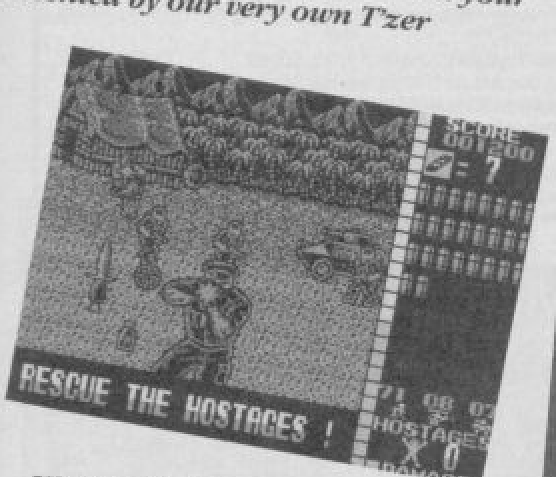
So I s'pose you wanna know what was voted Best Beat 'Em Up of '88, eh 'Arry? Well I'm not going to tell you, hur, hur. Oh okay then, in first place it's *Target Renegade* from Ocean. A brilliant beat 'em up with that little bit extra which made it a stormer. Boff!



BEST BEAT 'EM UP OF '88

1) ***Target Renegade*** **— Ocean**
2) ***Street Fighter*** **— Go!**
3) ***Double Dragon*** **— Melbourne House**

for your Top Three, but we worked out your are) presented by our very own T'zer



YS READERS BEST OVERALL GAME OF '88

1) ***Operation Wolf*** **— Ocean**
2) ***Target Renegade*** **— Ocean**
3) ***Last Ninja II*** **— System 3**
4) ***R-Type*** **— Activision**
5) ***Cybernoid*** **— Hewson**

BEST SPORTS SIM OF '88
presented by Emlyn Hughes



Eeeeeee, Ah can can can can Ah. 'Ang on, let me just do oop me slinky shiny track suit. Ziiiiiiiiip. There, weeeeee, now Ah'm all set to announce the Best Sports Sim of '88. Ha, ha, ha, ha. Eeeeeeee!

Weeeell, in third place it's *Football Manager II* from Addictive. It was a scorching follow up to *Footy Manager I*, a combination of *The Double* and *Football Director*.

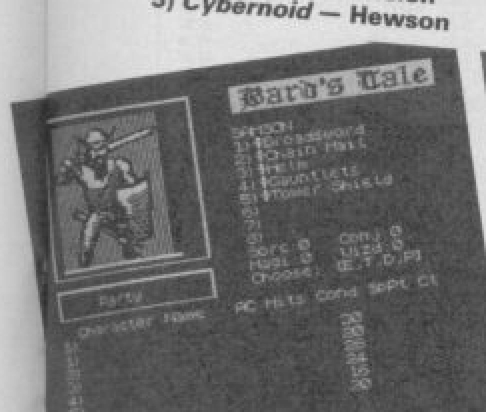
Ha, ha, ha! Bouncing oop to second place is yet another footy game — *Match Day II* from Ocean. A little dribble here, a little dribble there, and it's a GOOOOALL!

Eeeeeeee! Ah'm so excited Ah am, am am't Ah? 'Cos it's time for the Best Sports Sim of '88. And it's... *Daley Thompson's Olympic Challenge* from Ocean. Eeeeeeeee! With its combination of training and events and rabid joystick wibbling it was obviously a winner!

BEST SPORTS SIM OF '88

1) ***Daley Thompson's Olympic Challenge*** **— Ocean**
2) ***Match Day II*** **— Ocean**
3) ***Football Manager II*** **— Addictive**





Bard's Tale from Electronic Arts. Puff. Wheeze. Collapse.

BEST ADVENTURE OF '88

1) ***The Bard's Tale*** **— Electronic Arts**
2) ***Mindfighter*** **— Abstract Concepts**
3) ***Gnome Ranger*** **— Level 9**

Phew! Well I'm glad that's over for another year! What a palava, pressing the flesh with all those stars. There was one award that wasn't announced though. So Neil Mitchell from Scunthorpe watch your letter box, 'cos you've been drawn out of the bulging mailbag of voters to win the 50 quid's worth of software. Me? I'm off home to soak my weary feet. Till next year then. Ta-ta.

THUNDERBIRDS





Gordon here. Alan and I are trying to reach the nuclear reactor of this crashed sub before it explodes! Yikes!

Grandslam/£12.99 cass/£14.99 disk

Jackie **It's the boys in blue! No, not the rozzers, the Traceys. They're probably the most famous puppets in the world. But not content with having a starring role on their own TV show, T-Shirts, magazines, records and badges, those F.A.B. boys of *Thunderbirds* fame have gone and done the only thing left for them to do – got themselves the lead in their very own computer game.**

This *Thunderbirds* is a big flip screen arcade adventure starring all our favourite marionettes. It's basically four games in one and takes the form of a two cassette (or disk) multiload, with one rescue mission on each side of the tape. There are four rescue missions to undertake, Mine Menace, Sub Crash, Bank Job and Countdown To Disaster.



B-B-B-Brains here folks. As you can see I'm at the winch lift. But I need a spanner to get it working again. N-n-n-now where was it..?

Each mission gets progressively harder and the time in which you must complete them also reduces, so planning your moves becomes vital. And in each mission you must control two *Thunderbirds* characters at once, toggling between the two using the space bar. So there's lots going on.

The game starts with Mission One – Mine Menace. Jeff Tracey intercepts a distress call to find that some miners are trapped in their cage deep underground. This is obviously a job for International Rescue.

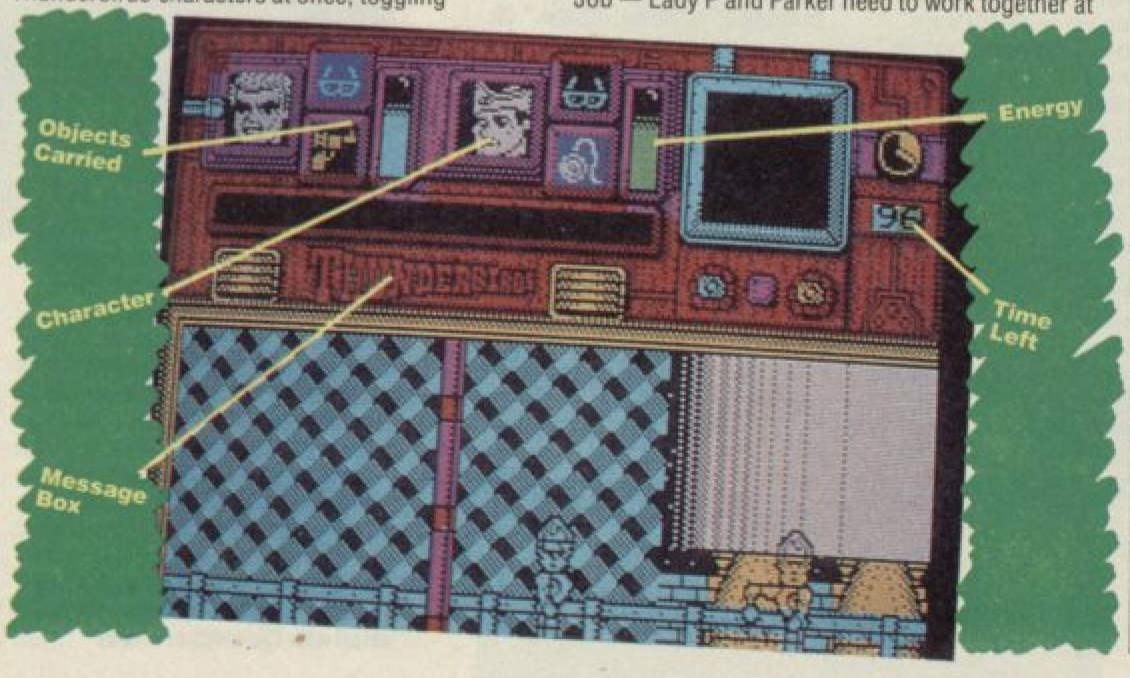
Alan and Brains are quickly dispatched to the scene, Alan being dropped off at the top of the mine by Thunderbird 2, whilst Brains burrows his way in at the bottom using the Mole. Their aim (of course) is to rescue the miners before the mine floods and drowns them. But before they can even go into the mine the two characters must first tool up.

This tooling up sequence occurs at the start of every rescue mission. There are six pieces of useful rescue equipment on offer (in later missions the amount of equipment changes), but as each character can only carry two objects at a time, you have to really pick your Brains before deciding what to choose. There are other useful pieces of rescue equipment scattered around at strategic points throughout each mission, so you can drop what you are carrying and swop it for something else at any point.

'Cos of the way the characters are placed at either end of a level, there are certain tasks that only those characters can complete, so you must move one character before another in certain missions. Although in Mission Three – The Bank Job — Lady P and Parker need to work together at the beginning of their mission to puzzle their way together past certain problems.

Anyway that's the basic idea behind the game, but how does it play? I'm not a particular fan of arcade adventures myself, but I must admit this had me hooked right from the start. It's bright and colourful with nice graphics. And though the actual sprites of the *Thunderbirds* characters themselves aren't particularly realistic, they are large and well animated with some nice touches. The characters will sometimes turn around and talk to you, giving you the occasional clue to help you out too, which is useful for dimwits like me.

Sound is a bit limited on the 48K version, but on the 128 there's a digitised sequence from the *Thunderbirds* theme tune. And the flip screen scrolling is perfectly paced too, so exploring can be done quite rapidly. One big gripe though is the fact that at no point in the game do you get to fly the *Thunderbirds* vehicles. These were the best bits of the TV show, but the only time you get to see the vehicles in the game is at the beginning of each level when the characters are dropped off at the rescue location from them. Still, the rest of the game manages to capture the intrinsic tackiness of the TV show that we all know and love. And as it's easy to get into, and fiendishly difficult to puzzle out, Grandslam is definitely onto a winner here.



Five Facts You Never Knew About *Thunderbirds*

Five!

- **Thunderbird One travels at a top speed of 15,000 mph.**

Four!

- **Brain's real name is Horatio Hackenbacker and he could speak four languages before his seventh birthday.**

Three!

- **Jeff Tracey was one of the first men on the moon.**

Two!

- **Lady Penelope's surname is Creighton-Ward and her chauffeur, Aloysius 'Nosey' Parker, is an ex safe cracker.**

One!

- **Jeff Tracey's five sons are all named after real American astronauts.**

final

80 · 60 · 40 · 20

LIFE EXPECTANCY	GRAPHICS
85°	88°
INSTANT APPEAL	**ADDICTIVNESS**
87°	83°

Diagnosis

One of the best arcade adventures for a long time. Great graphics, tricky puzzles and all your fave *Thunderbirds* characters too.

85° **verdict**

ZOOT ALORS! IT'S ANOTHER VOX POP!

Well, jiggle our thingummebobs, what a glorious 'greenhouse-effecty' early summer day it was! The kind of day to go to London Zoo in our flip-flops and rout out and 'interview' any stray *Your Sinclair* viewers. And guess what? That's exactly what we did. Blimey!



The first likely candidate we spotted was an arty 'chick' doing a watercolour of a flamingo (or something).

Hello, have you heard of *Your Sinclair* magazine? **"Yes, why?"** 'Cos if you're a reader we want to interview you. **"Well, actually it's my brother who gets it."** Yes, yes, yes, but do *you* ever read it? **"Sometimes — I sort of browse through an issue occasionally."** Good. We've got some 'important' questions to ask. **"Um, I'm in a bit of a rush actually — I've got a train to catch at four o'clock."** Come, come, come — it'll only take a couple of minutes. **"Oh, alright then."** What's your name? **"Miranda."** Miranda what? **"Greslé-Farthing."** Blimey, that's a mouthful! Where are you from? **"Just down the road."** Who's your favourite zoologist? **"Whaaaatt?"** You know, like David Attenborough or someone. **"I can't think of another one."** David Bellamy? **"No, I prefer David Attenborough."** Right, him it is then. Um, do you think zoos are cruel? **"A bit. Erm, sort of. I mean — some of the animals are in pretty cramped conditions, aren't they?"** Did you know that the polar bear has gone totally bonkers? (*Not Pippaluk, surely? Ed*) **"Really?"** Yes! They've had to cart him off to the funny farm. **"Oh. Poor thing."** Anyway, we'll buzz off now. Hope you catch your 'train'. Bye. **"Bye."**



A couple of love-birds from **Maidstone** next — **Daniel Dawe** and **Becky Phillips**. Daniel, what three items would you take on safari with you, and why? **"Um, dunno really. Well, I'd take Becky for a start. . ."** No, she doesn't count. **"Well, if Becky wasn't there I wouldn't go — so the answer is nothing."** Oh come on, play the game. **"Only if Becky can come."** Okay, okay — you and Becky are going on safari. What three items would you take? **"Surely we're allowed six?"** Eh? **"Three for me and three for Becky."** Lordy, this is getting ridiculous — right! You can't go on safari. **"But I was just getting into the idea." "And me."** Tough — serves you both right for getting greedy. Becky, who's the sexiest zoologist you can think of? **"David Attenborough, but he's not very sexy."** What about Gerald Durrell? **"What's he look like?"** He's the rotund 'jolly-looking' one with the beard — he looks a bit like Santa Claus — you'd like him. **"Okay, I'll go for Gerald Durrell then."**

there's a biffalo-buffalo-bison

and a kind of wallaboo

but I gave buns to the elephant

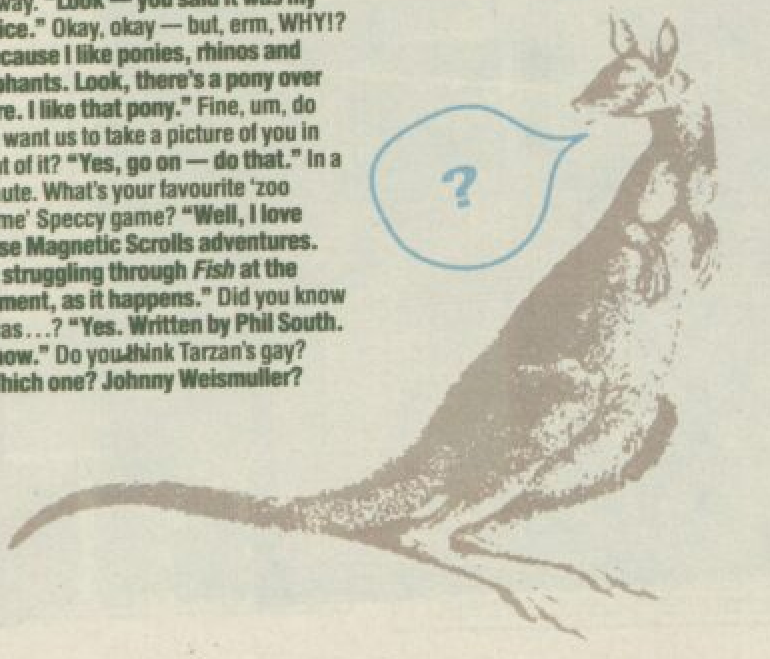
when I went down to the zoo



i went to the animal fair

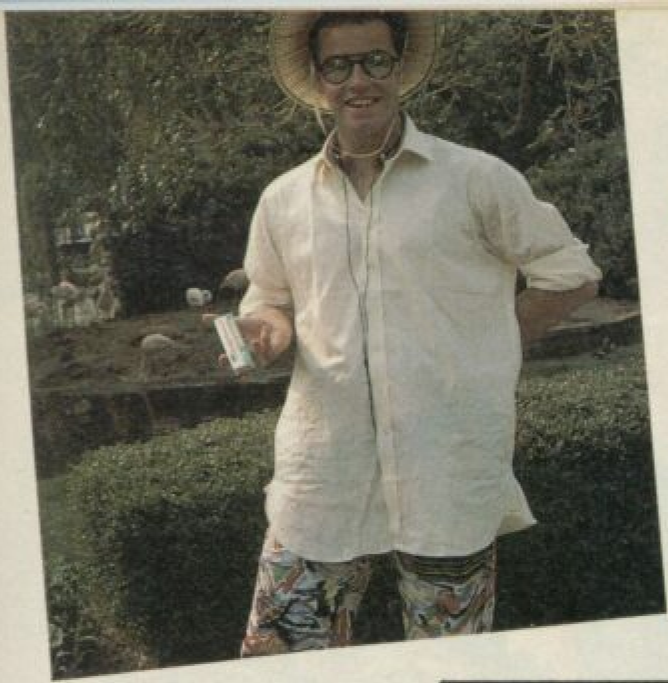


The next reader we found, **John Lowe** from **Haywards Heath**, didn't have a train to catch (mind you, nor we suspect did Miranda). So John — what three items would you take on safari, and why? **"I'd take a pony, Rosie the Rhino and an elephant."** Eh? Surely there'd be loads of rhinos and elephants there anyway. **"Look — you said it was my choice."** Okay, okay — but, erm, WHY!? **"Because I like ponies, rhinos and elephants. Look, there's a pony over there. I like that pony."** Fine, um, do you want us to take a picture of you in front of it? **"Yes, go on — do that."** In a minute. What's your favourite 'zoo theme' Speccy game? **"Well, I love those Magnetic Scrolls adventures. I'm struggling through *Fish* at the moment, as it happens."** Did you know it was. . .? **"Yes. Written by Phil South. I know."** Do you think Tarzan's gay? **"Which one? Johnny Weismuller? Christopher Lambert?"** No, the TV one — Ron Ely. **"The one with Jai, the boy 'sidekick'?"** That's him. **"Yes. Camp as Butlins that one."** Would you know how to escape from an attacking crocodile? **"I'd be protected by my pony."** But the croc would kill it. **"Yes, and while it was feasting I'd make my escape."** Oh.





Next up it's **Julian Green**, a rather 'cool' dude from **north London.** Well Julian. . . **"Call me Joo."** Um, okay, er, 'Joo' erm, what three items would you take with you on safari and why? **"Well, a tent or something might be a good idea."** That's one. **"Um, um, I can't think of anything else."** You're joking — you've got the total contents of the entire planet to choose from. . . **"My mind's gone blank."** It must have. How about Christopher Biggins? He looks rather fetching in safari gear. **"No way. There's no way on earth I'm going on safari with Christopher bloody**



the animals went in two by two hurrah!

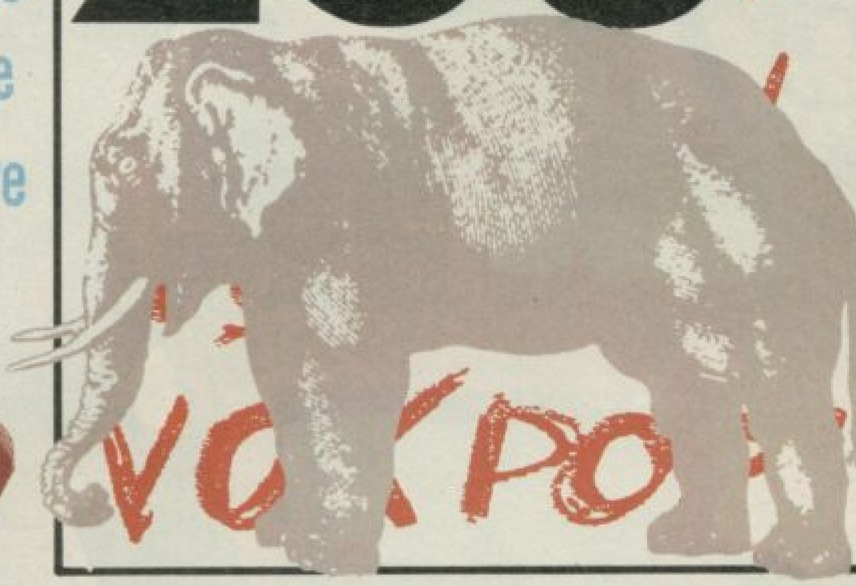
So you're called **Anthony Hickson.** **"Yeah, or Tony if you like."** And you come from **Bromley.** **"Yep."** So, 'Tone'. (We can call you 'Tone', can't we?) **"Yeah, yeah, call me anything you like."** You might regret that. **"Well, not ANYTHING, you know what I mean, Tony, Tone, Anthony, Ant — stuff like that."** Okay, 'Ant', what three items would you take on safari and why? **"Well, a tent I suppose."** You can't have that — someone else has already picked a tent. This is like *Family Fortunes* — you're going to have to choose something else. **"How about a rifle?"** Nope, that one's gone as well. **"Erm, a hat?"** Fine. **"Um, a Landrover?"** No, that's gone. **"Ah, um, I don't know — what do people take with them on safari?"** That's what we're asking you, you clot! **"Can I take a person?"** You can take anything you like — how about Christopher Biggins? **"I don't think so. Sabrina or someone was higher up in my mid. Can I take her?"** Sabrina? **"Yes."** You know she's cross-eyed, don't you? **"Really?"** Yes, like the lion in *Daktari.* **"I hadn't ever noticed actually."** People often don't. **"Not surprising really, is it?"** Not really, no. But she is. **"Nice kneecaps though."** Lumme.

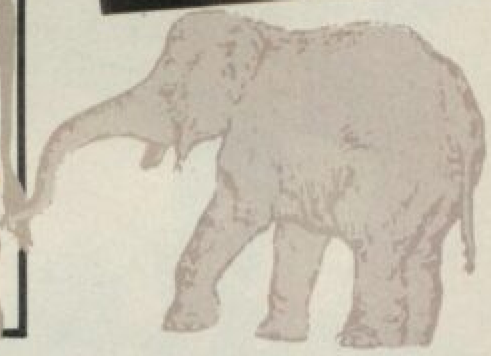


the birds and the beasts were there

ZOO VOX POP



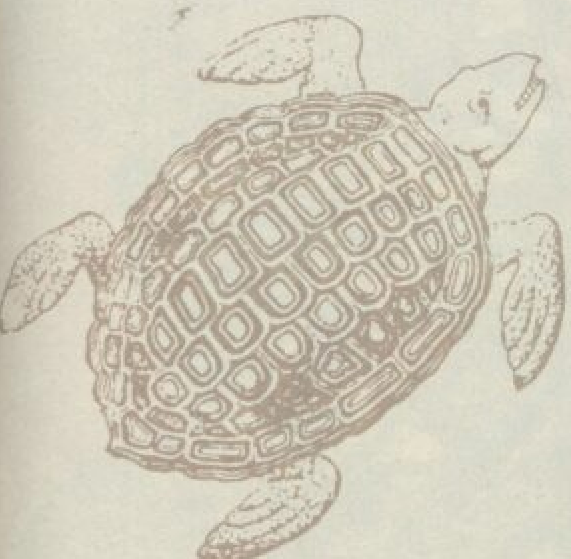




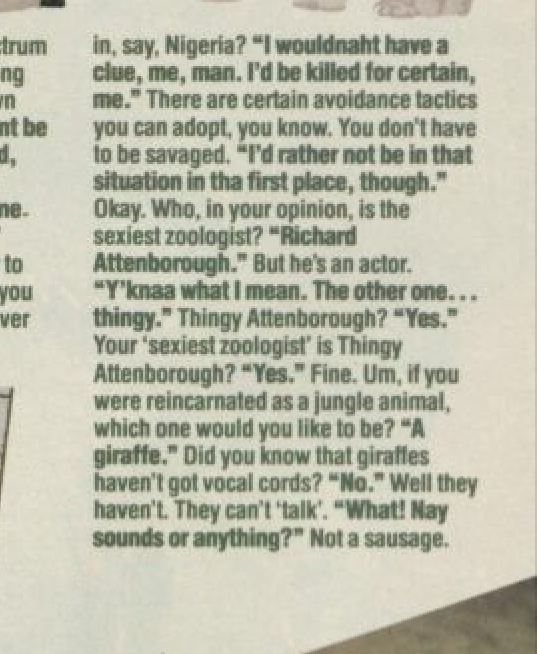
going to the zoo zoo zoo how about you you you

Here's **Heidi Nail,** a female Spectrum owner from **Newcastle.** You're a long way from home. Did you come down especially to go to the zoo? **"Divvunt be daft man. I'm staying with a friend, me."** What's your favourite zoo-ish Speccy game? **"I canna think of one. Oh. *Monty Mole.* He's an animal."** Indeed he is! Would you know how to avoid being eaten by a crocodile if you were walking along the bank of a river in, say, Nigeria? **"I wouldnaht have a clue, me, man. I'd be killed for certain, me."** There are certain avoidance tactics you can adopt, you know. You don't have to be savaged. **"I'd rather not be in that situation in tha first place, though."** Okay. Who, in your opinion, is the sexiest zoologist? **"Richard Attenborough."** But he's an actor. **"Y'knaa what I mean. The other one. . . thingy."** Thingy Attenborough? **"Yes."** Your 'sexiest zoologist' is Thingy Attenborough? **"Yes."** Fine. Um, if you were reincarnated as a jungle animal, which one would you like to be? **"A giraffe."** Did you know that giraffes haven't got vocal cords? **"No."** Well they haven't. They can't 'talk'. **"What! Nay sounds or anything?"** Not a sausage.









Biggins!" Well, you'd better think of two more items pretty sharpish then. **"Erm erm. A rifle and a Landrover."** They'll do. Do you think zoos are cruel? **"Some bits are, I suppose — it's a question of space really, innit? The monkeys are pretty cramped. So are a lot of other animals."** Did you know the polar bear has gone all slippy in the head? **"Really?"** Yes. They've taken him away. What's the sexiest jungle animal you can think of? **"A springbok. They're quite sexy."**


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YS COMPO!!

WIN! WIN! WIN! WIN!

Snap up (Yikes!) a day's shark fishing with the *YS* crew! Plus a school of 'cuddly' rubber sharks, and fifty sticks of Screen 7 rock.

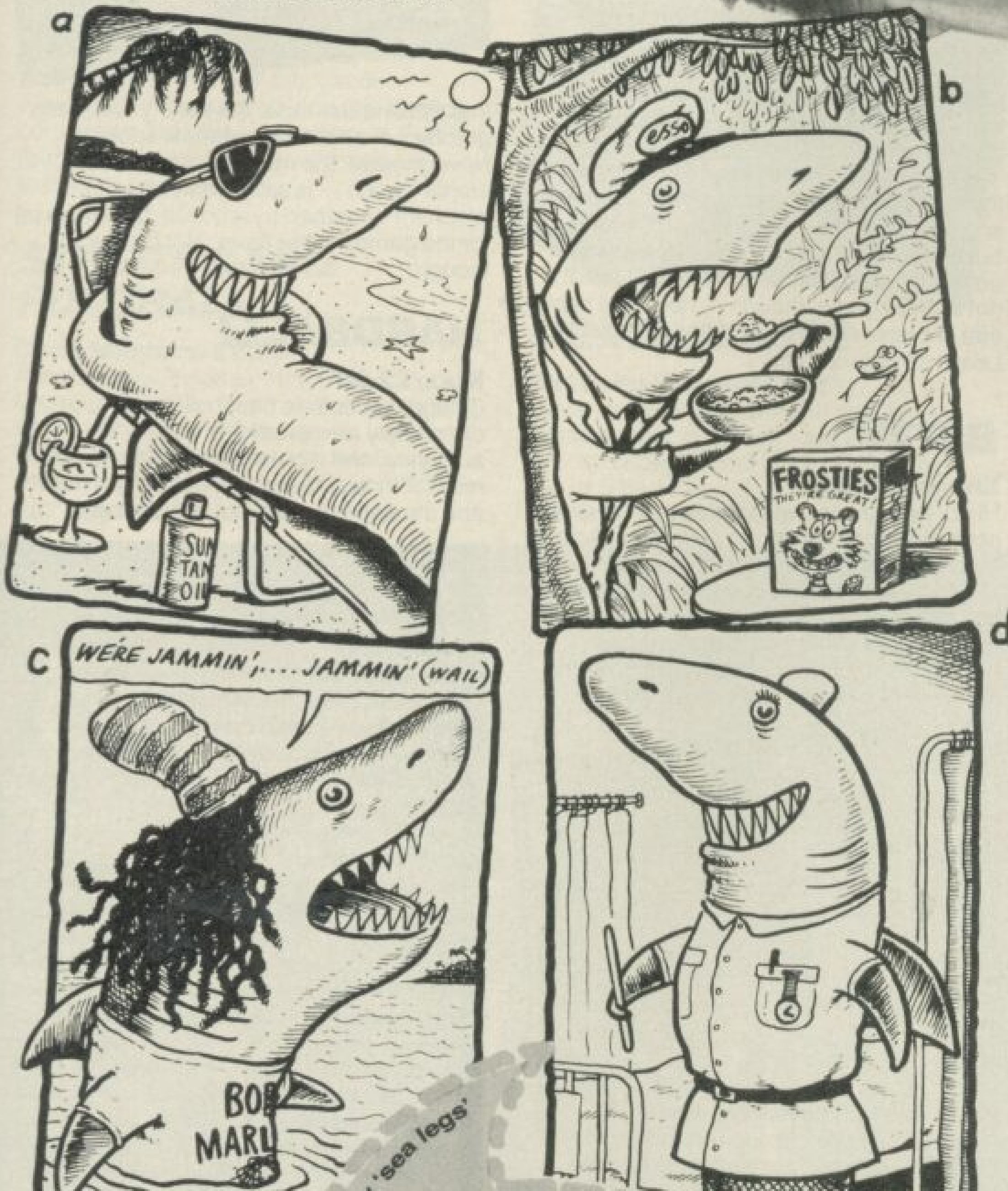
Daa dum. Daa dum. Dadumdadum DA DUM DA DUM!! Just when you thought it was safe to go back in the games cupboard along comes Screen 7 hoping to take a big bite (ouch!) out of the Speccy market with a game based on the biggest screen nasty of them all, *Jaws!* Eeeurgh!

Forget about sunning yourself on the beach in this game, it's straight down to Davey Jones' locker to do battle against the razor sharp molars of a prowling giant goldfish. Okay, it's a mega huge ginormous shark akchewly, the kind that'd make your wet suit even wetter if you saw it swimming towards you on Blackpool beach. But it's still up to you to brave the deep and fight your way past all the horrible amoeba-type creatures that !urk in the murky depths, till you find the fiendish fish that's threatening the lives of innocent holiday makers.

For a run-down on the game flick across to our Megapreview on page 14, but there's more about shark fishing right here. 'Cos to celebrate the release of *Jaws, YS* and Screen 7 have come up with a bumper shoal of fishy prizes to be won.



"THAT'S not a fish, its a flaming shark"



Get Your Tackle (Oo-er) In Order

Cast your line in the right direction and you could be one lucky fishermen to win an all-expenses-paid trip for yourself and a mate to go shark fishing with the team from *YS* and Screen 7. We're taking a boat from Hayling Island near Portsmouth and going out hunting 'big fish'. Shudder as we throw the 'rubby-dubby' (blood and fish to attract the sharks — ick) over the side. Quake as one actually comes up to the boat! And quiver (at the very least!) as the boat gets capsized and we all get gobbled up!

Might be better to win one of the two giant inflatable rubber sharks that are on offer for the second prize winners then, eh? Or even safer, one of the 50 runners up prizes of a stick of Screen 7 Brighton rock.

WHAT YOU HAVE TO DO

Okay, if you still want to persist in putting your life at risk on the open sea with the *YS* crew, then take a gander at the cartoons on this page. There are four different types of shark here, but none of them have names. All you have to do is work out which shark is which. So for example, if you think shark (a) is a Blue Shark, write Blue Shark next to (a) on the coupon. Then fill in your name and address, stick the coupon onto some heavy fishing tackle and send it to Thar She Blows Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ. To make it easier, the names of the sharks are hidden in the list below.

Hammerhead Shark, Great White Shark, Whale Shark, Basking Shark, Mako Shark, Blue Shark, Nurse Shark, Thresher Shark, Tiger Shark, Porbeagle (?), Loan Shark, Flying Shark.

RULES

- **Anyone from the good ship Dennis or the Screen 7 fleet caught entering this compo will be keel hauled.**
- **Your entries must be in by July 31st or you'll be off the hook (and out of the running).**
- **There's nothing fishy about the Ed's decision — what he says goes.**

I want a chance to gain my 'sea legs' (until they get chomped off, that is)!

These sharks are, a) .... c) ....

b) .... d) ....

Name ....

Address ....

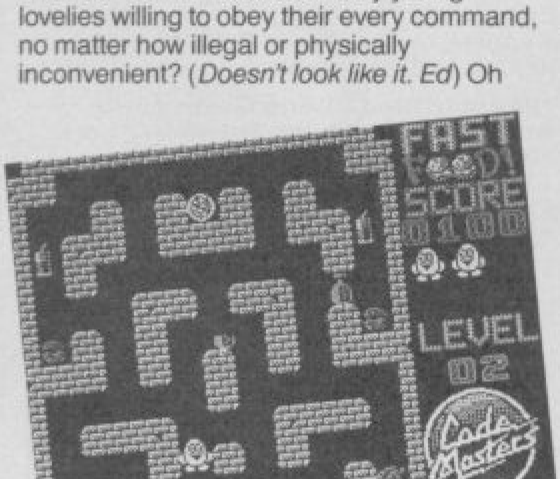
Postcode ....

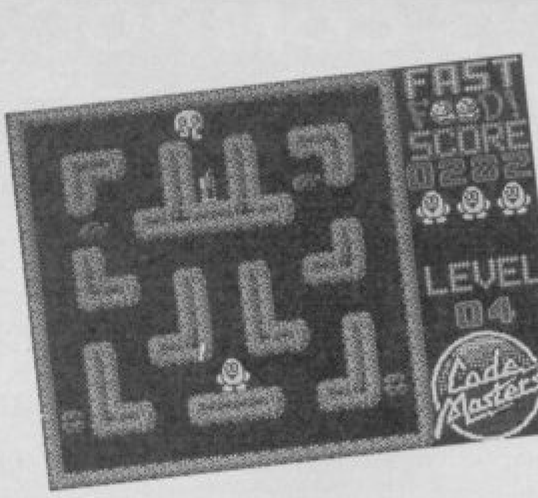
More low-price goodies, baddies and indifferenties with *Marcus Berkmann!*

BARGAIN BASEMENT

FAST FOOD

Code Masters/£2.99
Those Oliver twins seem to knock out a new game about once a week. Don't they eat? Don't they sleep? Don't they surround themselves with luscious dusky young lovelies willing to obey their every command, no matter how illegal or physically inconvenient? (*Doesn't look like it. Ed*) Oh



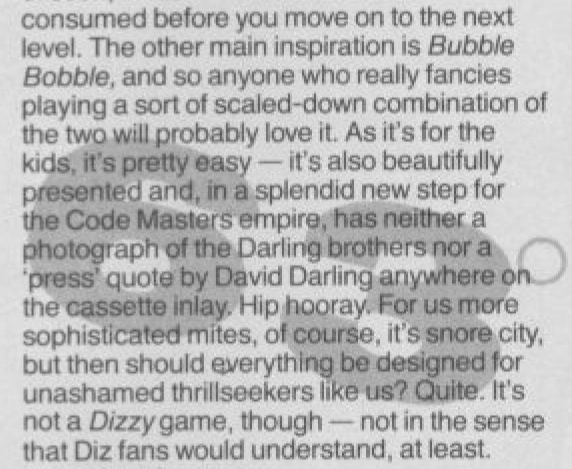


well, never mind, 'cos at least they're busy writing Speccy games for us mere gamesters. This one is aimed at the younger end of the market, which is another way of saying that practised Spec-chums may find it a touch dreary. *Pac-Man* is the inspiration here, which means 30 different-ish mazes in which Dizzy (yup, same one) runs around avoiding nasties and chasing goodies — bits of scoff, in fact — which have to be consumed before you move on to the next level. The other main inspiration is *Bubble Bobble*, and so anyone who really fancies playing a sort of scaled-down combination of the two will probably love it. As it's for the kids, it's pretty easy — it's also beautifully presented and, in a splendid new step for the Code Masters empire, has neither a photograph of the Darling brothers nor a 'press' quote by David Darling anywhere on the cassette inlay. Hip hooray. For us more sophisticated mites, of course, it's snore city, but then should everything be designed for unashamed thrillseekers like us? Quite. It's not a *Dizzy* game, though — not in the sense that Diz fans would understand, at least. Leave it to the sprogs.

BATTY

Encore/£2.99
Hello, hello, hello, wossall this then? Haven't I seen this aforementioned *Batty* somewhere before? In fact, is this your car, sonny?

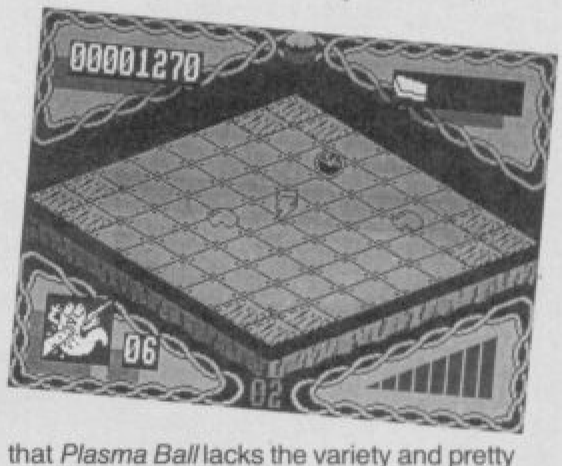
For indeed, *YS*'s best ever cover game has reappeared on cassette at a bargain cheapie rate. Well, it's a bargain if you haven't got the game already, which many *YS* readers probably have, but for those



tragic, unfortunate readers who missed out, here it is again in its full glory. Originally deemed unreleasable by Elite because it so resembled *Arkanoid*, it's a devilishly addictive *Breakout* variant with 16 vicious screens. Only the most skillful gamesters get past Screen Five or so (another way of saying that I never quite managed it), but that won't stop you trying. Superb colourful graphics, speedy but consistent game play and thoughtful presentation make for a classic £2.99er. If it's not quite a megagame, that's because *Arkanoid — Revenge of Doh* came along afterwards and did it even better — but then you might say that without *Batty*, that itself would never have happened. Cracking stuff.

PLASMA BALL

Atlantis/£1.99
Neatly programmed but essentially dull shoot 'em up based around a 3-D isometric grid. With your little plasma ball, you shoot positive energy at negative ions (they don't like it much, fortunately) and then, at the end of each mini-wave, you shoot even more positive energy at 'IT,' a large thingy that follows you around the screen like the rozzers when you're doing 125 in a built-up area. If this sounds just like the usual plot to every shoot 'em up, except transferred from the usual scrolling format to a *Head Over Heels* room, you'd be dead right — except



that *Plasma Ball* lacks the variety and pretty graphics of all but the meanest zapper. Nevertheless, the movement of your ball — inertia-based — is satisfyingly smooth, which for hardened pyschotics may make up for the game's other flaws. Not for me though.

HARDBALL!

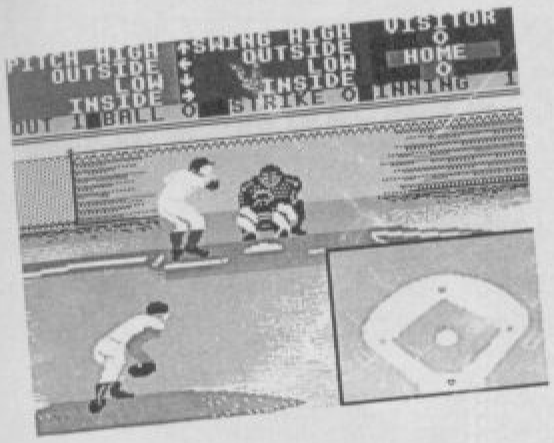
Kixx/£2.99
Splendid Accolade baseball sim deservedly re-released for a new audience, and a bargain at £2.99. As with most of those US games, it's high on detail and atmosphere, and not exactly the

720°

Kixx/£2.99
Another old US Gold fave disinterrred by Kixx. General opinion these days seems to be that of the various skateboarding games, *Skate Crazy* is much the superior, but I disagree. When we first saw this at *YS* we wuz gobsmacked, which, as Phil's gob was stuffed with a cheese and pickle sandwich at the time, was quite traumatic for all of us. The idea of the game is to perform stunts, which give you points, which give you tickets for the skate parks, where you can compete for medals and cash, which you can use to buy goodies for your board, which make you perform better stunts. Got all that? It gets sillier. In one of the single most inspired ideas ever to get sucked into a computer game, you have a time limit to enter each of the four skate parks (Downhill, Jump, Ramp and Slalom), after which you are pursued by a swarm of killer bees. "Why killer bees?" you ask. "Why not?" I reply.

Based of course on the coin-op, the Spectrum *720°* is one of those rare conversions that plays as well as the original. Graphics (monochrome, natch) are superb, and movement is beautifully fluid. An absolute ripper, in fact, and still worthy of the ultimate *YS* award — the coveted Megagame! (Send your cheque to...)



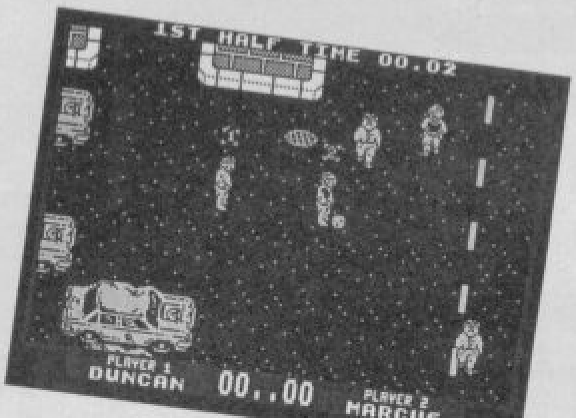


easiest game to get into straight away — but that's no bad thing from time to time. When this originally appeared three years ago, we Brits were a touch less potty on baseball than we are now, and as a result it didn't create much of a splash. Viewed again, it clearly falls into the same sort of category as *Leader Board* and the earlier US Gold multi-game compilations — professional, detailed programming of a standard that we don't see too much of in these islands. Games in the US, of course, retail for much more than the ten measly quid we lucky oiks pay, but as a result their games are often that much more complex and well thought out. *Hardball!* is no exception, and this Speccy conversion does the original proud. Fun gaming, different from the rest and extremely addictive.

STREET GANG FOOTBALL

Code Masters/£2.99

Another 'New Release' from Code Masters. Don't you find it a bit confusing when every Code Masters game has 'New Release' splattered all over it, whether it was a new release last week or in 1987? Still, never mind, 'cos its latest title is very much a new release and, yes, another footie sim. Are there no limits to the number of footie sims the market will bear? This one trades on the old street gang schtick — play the game in the streets and bounce the sphere off walls, cars and passers-by. For the sake of novelty, a little gritty realism has been introduced — whenever there's a disputed goal, the two teams start arguing and eventually fighting. This combat part of the game is straightforward enough — you just alternate the left and right keys (or jiggle your joystick) at speed in the old *Hyper Sports* style. From then it's back to the football, which isn't nearly as much fun because it's a damn sight harder. It's not a bad game — two may enjoy it more than one — but there's nothing terribly new here other than the timely introduction of violence into the previously rather tame world of the footie sim. Plays well enough, certainly, but it's hardly gripping.



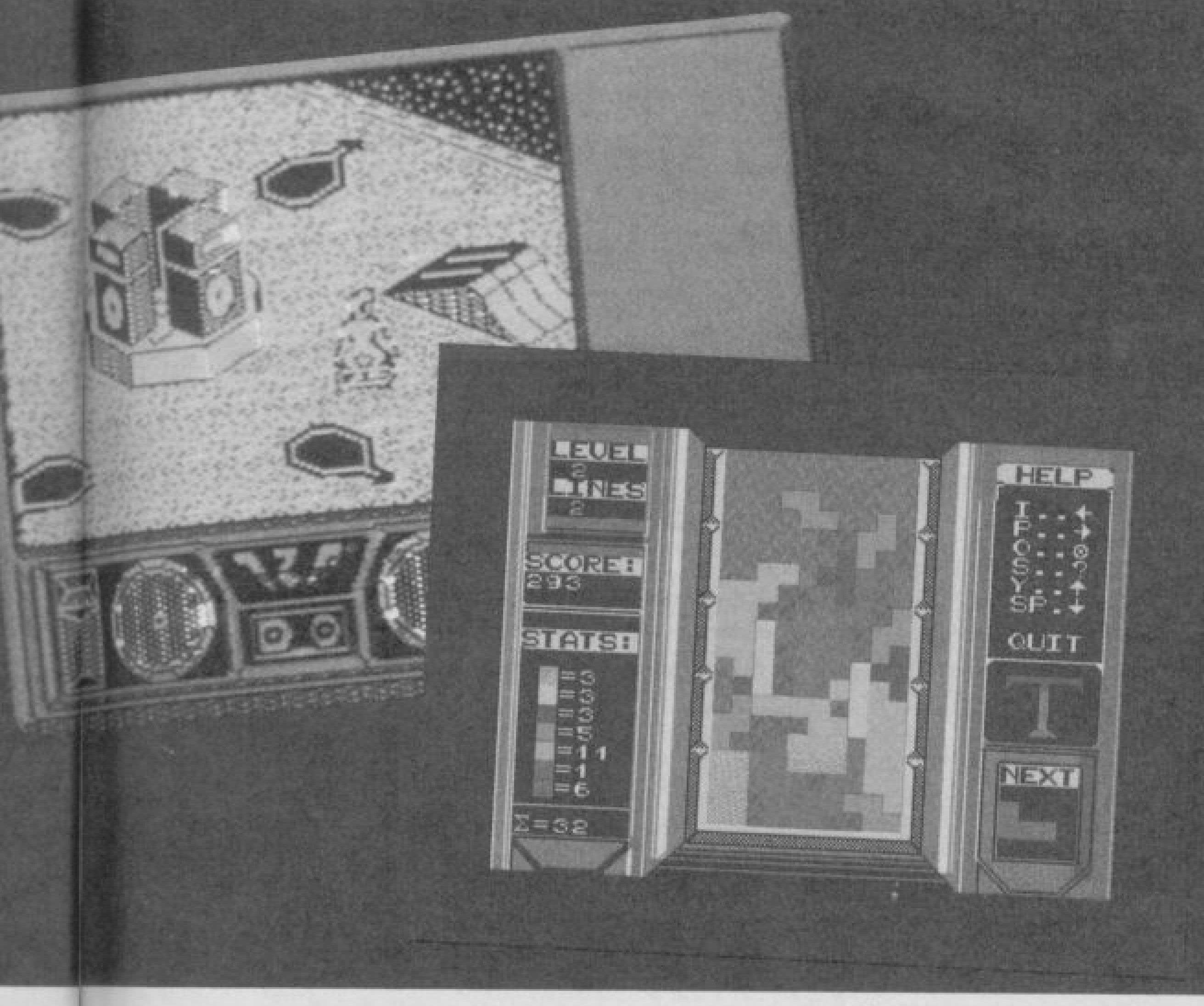
DEATH CHASE

Zeppelin Games/£1.99

Have you noticed how in the past few months cheapie games have edged up, ever so subtly, from £1.99 to £2.99 — a rise of 50%? Zeppelin is one of the few houses to keep its prices down, but if *Death Chase* is anything to go by, I can't say I'm too surprised. Certainly the legend '© 1983' that appears after the game has loaded is enough to give you the screaming heeby jeebies. Shouldn't software houses have to print the original publication date of the game in a nice visible place for the potential punter? Record companies and book publishers have to. Nonetheless, *Death Chase* is actually a bit of a surprise. Based without shame, or acknowledgement, on the forest chase in the third *Star Wars* film,



Return of the Jedi, it has you chasing a couple of geezers on motorbikes through some extremely thin trees and trying to zap 'em before they can escape (they're convicts, see). Graphics are rubbish, gameplay is jerky, but... but... but... well, actually I quite enjoyed it. The basic idea is, after all, pretty good, although I'm sure I've seen something similar, and much slicker, quite recently. (Let me know if I'm right.) But to my amazement I found myself quite unable to tear myself away from this odd little game — which is probably not much of a recommendation, as many rueful *YS* readers will testify. Just don't expect much — you might be pleasantly surprised.



TETRIS

Mastertronic/£2.99

Yahay(Now this is what I call a game! This, as you may remember, was Mirrorsoft's 'Russian' game. 'The first ever game from Russia,' the hoardings screamed, or words to that effect. 'And the three bears,' thought I, but my doubts were soon silenced by the sheer brilliance of the game itself. For *Tetris* is computer gaming at its very best. You have what looks like a beaker, and strange shapes drop from above at speeds that vary according to the difficulty level and also to how far you've got into the game. You can manipulate the shapes as they fall to fit into ones that have already landed, and the idea is to fit them together as efficiently as possible, leaving no space unfilled if you can manage it. The reason? Well, the beaker and the shapes are arranged in a fairly simple grid system, and every horizontal line of this grid which you fill completely disappears. It sounds complicated but in fact it's strikingly straightforward — and fiendishly tricky. Better still the Spectrum version is just about the best one available — don't ask me why, but it's smoother and more playable than even the spanky 16-bit version. Like *720°*, *Tetris* still merits the ultimate *YS* award, so here goes with probably my highest ever mark for anything...



PETE'S PUZZLERS

Time once again to switch the grey matter out of neutral — here comes *Pete Shaw* with the monthly selection of teasers 'n' tricksters...

DISASTEROUS

Nick Durgom from down in Poole, Dorset (Ohh arrrghh, pass ye cider) sent in this clever little trickster. Ta everso Nick...

It is late Friday evening. Fred brushes his teeth, puts his pyjamas on and sits down to watch the 10 O'Clock News. He hears that there has been a ship disaster on the coast where he lives and that 207 people have died. Then Fred commits suicide. Why?

A FISHY TALE

And now, over to **Glenn Colbran** from a place called L. Willingdon (fnar, fnar) in Sussex.

Cleopatra is asleep on a bed. Caesar has suffocated (not drowned) on a damp patch of carpet. Surrounding Caesar there is some broken glass. The door *is* open, but that won't help.

What happened?

TRUE OR FALSE

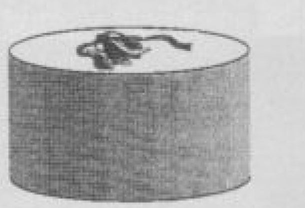
Here's a quickie from **Sean Flanagan** of Bognor Regis...

Q. Can you hang a man with a wooden leg?

FARMER PHIL GOT MARRIED

At the wedding of Farmer Phil and the daughter of an extremely rich oil tycoon, the tycoon said to Phil, "If you can cut the wedding cake into eight pieces using only three cuts, you can have half my estate now."

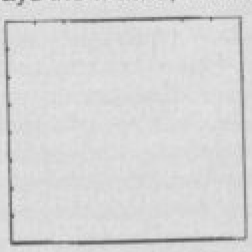
Needless to say, Phil was too dolly dimple to work it out — but can you?



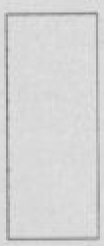
CUT 'N' PASTE

Puzzle Page regular, **David Mollerstedt** from Gothenburg in Hurdie-Gurdie-Ho-Land, Sweden, sent in this one. I shall hand straight over to you, David...

"Here's a real tricky puzzle a famous Swedish wizard told me. 'I have here a square, says the wizard, 'which looks like this...'



He continues 'I can then cut the square into four pieces and rearrange them to form this second square...'



The wizard goes on, 'This may not seem so hard, but the first square is $64cm^2$ and the second is $65cm^2$.' How did the Wizard cut the first square?"

RIDDLE-ME-REE

Andrew McLean from jolly ol' Leighton Buzzard dropped me a missive with this gem in it. Over to you, Andrew...

My first is in currant, and also in cake.
My second is in spade, and also in rake.
My third is in glitter, and also in star.
My fourth is in sailor, and also in tar.
My fifth is in shoe, and also in boot.
My sixth is in shout, and also in hoot.
What am I?

PAINTING BY NUMBERS

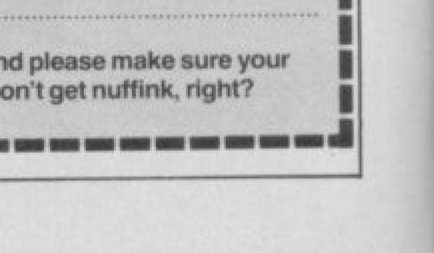
Mr Multi-Talented **Thomas Vanner** of Lisburn in County Antrim, Northern Ireland, sent me what seemed like thousands of puzzles this month, but I'm going to be really wicked and only print one of them — this one! Yes, this is this month's Prize Puzzler — and there's a bundle of software up for grabs if your entry is the first correct one pulled out of Jackie's competition cricket-box. (Oo-er!)

A wealthy merchant died, leaving some valuable paintings to his three sons. The eldest son was to have one half of the paintings, the second eldest would get one third, and the youngest was to get one ninth. The brothers were in despair. They could not divide the paintings in the equal amounts their father's will had wanted without cutting the paintings in two. They explained their problem to their rich uncle, who simply smiled and gave them one of his own paintings. The brothers then found they could divide the paintings without cutting any, and what's more, they were able to give back the rich uncle's painting afterwards.

How many paintings had their father left them in the first place?

Right, think you've got that sussed then? Okay, fill in the form below and then send the whole lot off to the Da Vinci Was My Grandmother Compo, Pete's Puzzle Page, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

Ha! You think that was difficult, don't you? But I knew even before I read the question that Daddy "Big-Bucks" left his sons______ paintings!



Please send the goodies tout-suite to,

Name ....

Address ....

....

....

Postcode ....

Normal *YS* rules apply to this compo, and please make sure your entries are in by July 31st 1989 or you won't get nuffink, right?

FOOTNOTES

If you'd like to get hold of a new game, why not write me a puzzle for inclusion on this page? Make sure your puzzle is original — remember, I read the puzzle mags as well!! Oh, and don't forget to include the answer!!! The *Your Sinclair* team can't promise specified pieces of software, so don't ask! But do send your words of wit and wisdom to Pete's Puzzle, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Ooh, and if you're stuck on this month's puzzles, turn to page 85 for the answers. Bye now.



Virgin/£9.99 cass/£14.99 disk

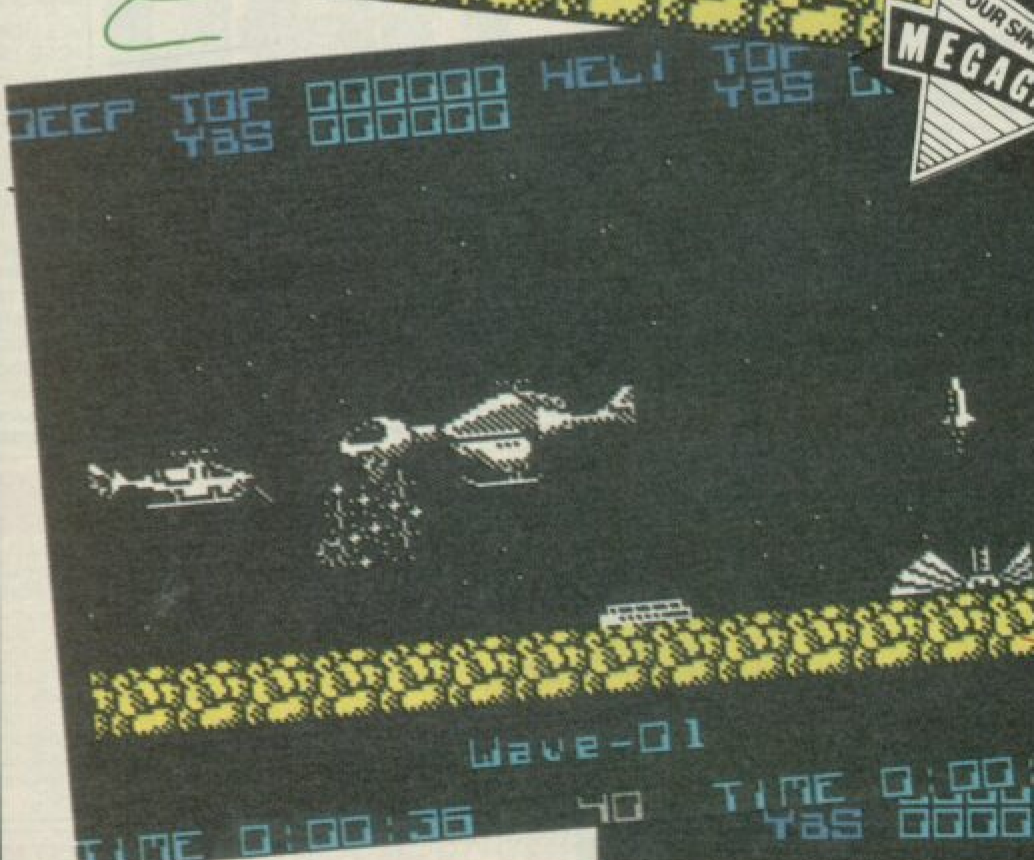
Matt We seem to be seeing some well spanky shoot 'em ups around at the moment, which is fine by me 'cos I'm pretty partial to a touch of senseless violence every now and again. Just look at this issue — *Dominator, Forgotten Worlds* and this one, which for my money is the best of the three. Want to know why? Nope! Um, well be like that. Hmm, just you and me left now, is it, Mum? Well, okay I'll just tell you then.

Silkw

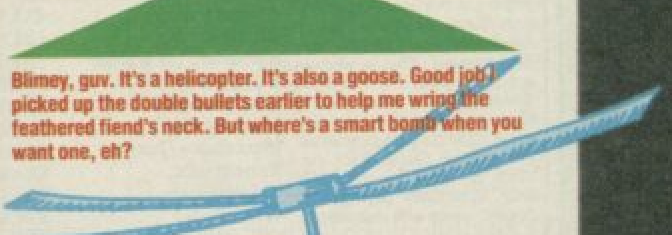
YOUR SINCLAIR MEGAGAME

Silkworm is one of the licences Virgin/ Mastertronic has picked up in its deal with the Sales Curve and it's a whole barrel of laughs. Not very colourful, it's true (all the sprites are monochrome, though some of the scrolling background areas are quite bright) but it's so fast and busy and full of all sorts of things going on that you hardly notice.

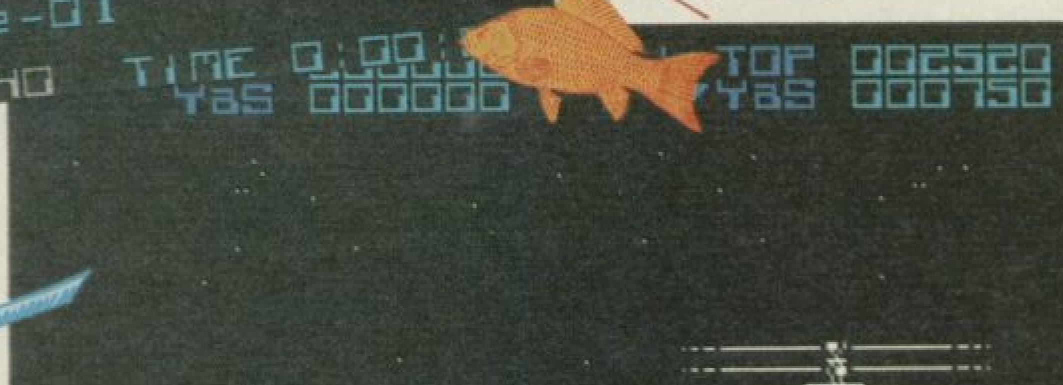
Basically it benefits from being based on a very playable and non-too ambitious coin-op (quite how I can get away with such rash statements is quite beyond me — I've never played it in my life) and reproduces all the various enemy craft and progressively more difficult attack formations very faithfully. It's a horizontal scroller featuring a helicopter (a nice little sprite which dips and swings very realistically, featuring a moving tail rotor) with two major points of interest, the first of which is the bizarre assortment of enemy copters. Half of them are very organic, semi-alive looking, the most memorable of which is probably the large goose-shaped craft that forms together



Blimey, guv. It's a helicopter. It's also a goose. Good job I picked up the double bullets earlier to help me wring the feathered fiend's neck. But where's a smart bomb when you want one, eh?



Oh my goodness it's a big 'goldfish' thing. I'll need my pal in the jeep to help finish this one off. Interesting point — if you don't have a pal you can operate the joystick with one hand (sort of) and use your other one to operate the jeep. Or you can use your elbows. (Worth a try anyway.)





from various component parts in front of your eyes. Very hard to kill, this.

However, there are also froggish vehicles that hop along the ground, insect look-alikes that hover threateningly then buzz straight for you, and giant end-of-level monsters that Jackie insists look just like big goldfish. Blow one of these giant choppers (fnar) and you get all sorts of bonus points and extra guns and stuff.

The other snazzy thing is that it's a true two player — if you've got a mate who doesn't mind being hunched over the keyboard while you sit back with the joystick, that is. While you fly the chopper he gets his mits on the jeep that cruises along the ground beneath you.

Basically your chum'll have a much rougher

...worm

ride, because he's limited to tooling along on the ground and blasting things as opposed to having the whole screen area to duck and dive in. He can change the angle of his gun though and jump in the air at the jab of a button to either avoid tanks and ground objects or to get a different angle of attack on incoming aircraft.

Occasionally, you can work together quite effectively to clear the screen, at which point everything gets incredibly busy with bullets, missiles, tanks, choppers, jeeps and even Duncan's granny's garage thrown in for good measure. Brill fun.

My one real complaint was to have been that every successive level has pretty much the same sequence of enemy craft — just a few more of them each time — until I realised that this was total cobblers and a few levels into the game they throw a whole new assortment at you. Yikes! Don't let the fact that you can quite easily blast your way through the first few levels fool you — there's some tough, nicely designed and well thought out stuff in here. Sound on the 128K is spanky too, with some good bullet and metallic hitting noises.

One last thing — this game isn't to be recommended for anyone suffering from epilepsy. When you are near to killing one of the big end-of-level monsters the screen very quickly flashes black and white which made my eyes go all funny. Just thought I'd mention it.

final

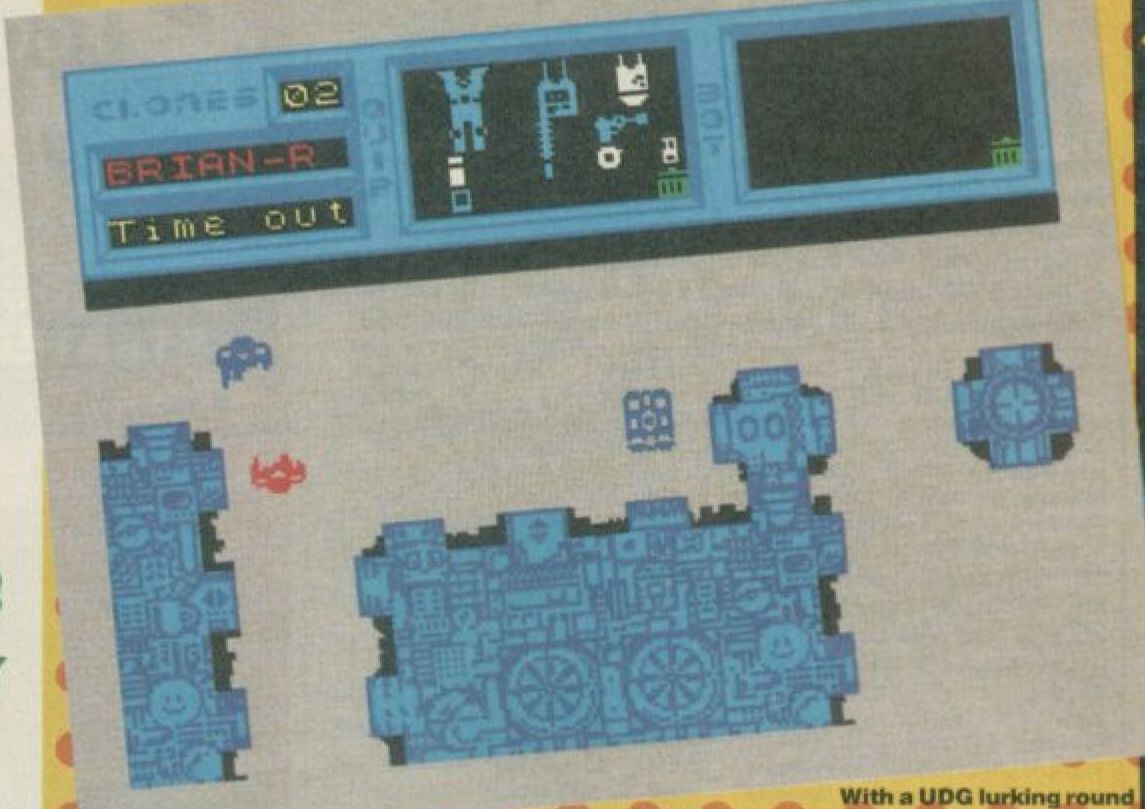
LIFE EXPECTANCY 76° | GRAPHICS 85°

INSTANT APPEAL 92° | ADDICTIVNESS 87°

Diagnosis

Phew! What a spanky little shoot 'em up. Buy it!

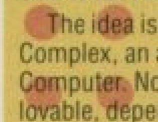
90° verdict



With a UDG lurking round every corner, you have to watch your steps.



Gremlin/£9.99 cass/£14.99 disk



Jonathan 1984 may have passed without a hint of the doom, gloom and general unpleasantness that was prophesied for it. But now you have the chance to experience what could have been within the confines of your MFI computer desk. How? Just play this latest release from Gremlin, *Paranoia Complex*, and you'll see what I mean.

The idea is that you're a resident of the Paranoia Complex, an area under the control of Friend Computer. Not, as you might initially think, a lovable, dependable Speccy but a power-crazed, Big Brotheresque machine, something the *YS* proletariat are very familiar with.

In order to prove your allegiance to the computer, and thus avoid being carted off by its minions, your job is to track down and zap the members of a terrorist group who are trying to infiltrate the complex. While you're doing this you're also meant to be collecting the parts to build a robot. How this relates to the rest of the plot I'm not sure, but having got this far such things seem trivial.

What follows is a rather crude arcade adventure. Much of it seems to revolve around needing the lavatory at key moments in the game, something which never happens in George Orwell books. Well not often anyway. A plentiful supply of loo-roll is therefore vital, and this can be purchased at terminals, along with extra equipment, clean underwear and other essentials. Your appetite also features heavily, and this is satisfied by buying and programming food-cards.

There are dozens of other features to get to grips with, but after a few hours playing the one that springs most vividly to mind is the personality test. Every time you cross a Control Station or bump into one of the computer's guards you are asked one or more questions, something along the lines of "Are you happy? (Yes/No)". This is to make sure you are still a fan of the regime. The trouble is that the correct answers are blatantly obvious, and as the questions start repeating after a short time they start to get very irritating. This reflects poorly on the rest of the game, which was never that great to begin with.

Although the basic structure is sound, *Paranoia Complex*'s naffo graphics, grubby presentation and numerous minor irritations make it a thorough let-down to play.

final

LIFE EXPECTANCY 45° | GRAPHICS 36°

INSTANT APPEAL 54° | ADDICTIVNESS 41°

Diagnosis

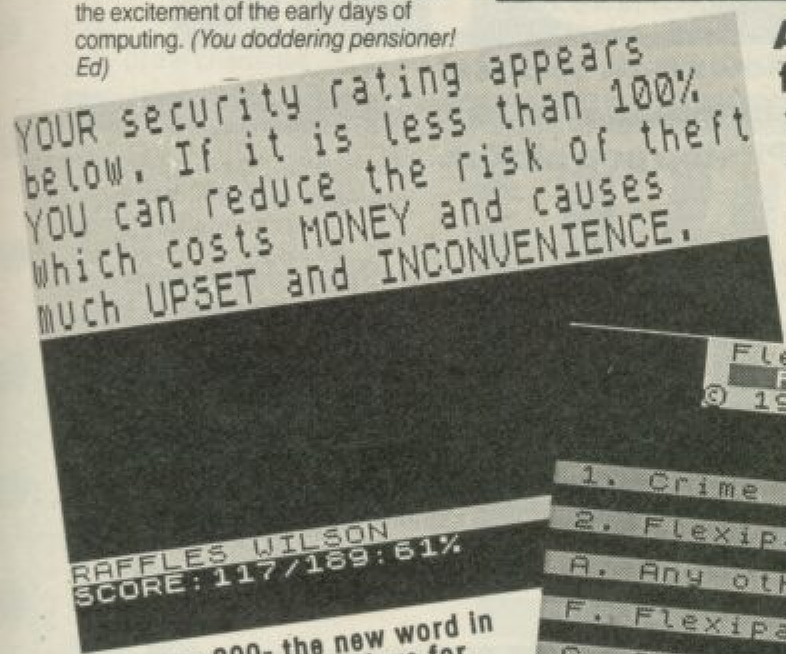
A limp maze game with little going for it. I'd rather have my wisdom teeth out again.

49° verdict

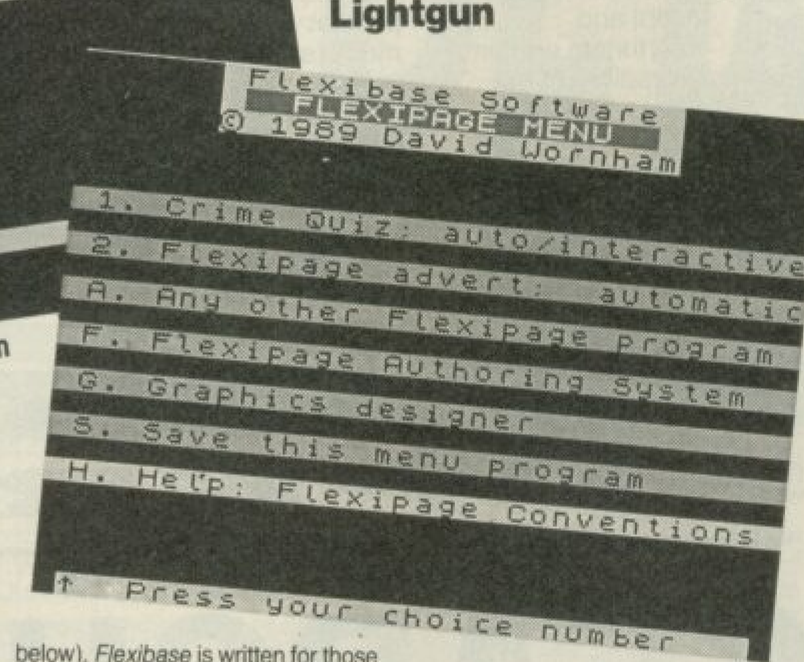
RAGE HARD!

Another load of babble from our resident technobore *Phil Snout* with *Flexipage* authoring system, plus news of the new Sinclair *Magnum* Lightgun

The nice thing about the wonderful world of Speccy software is that it has moved away from the big corporations into smaller one-man set-ups. A lot of very useful and well-wacky software is being written independently now. I like this trend a lot, the sense of community — a load of like-minded folks, all beavering away out of sight of the great computer public, only surfacing in the Speccy press. Ah, those photocopied manuals and hand written disk labels... it all brings back the excitement of the early days of computing. *(You doddering pensioner! Ed)*



Flexipage 200- the new word in Speccy viewdata displays for business, education and fun



So now we get things like the Disciple/Plus D phenomenon, where the independent software for the machine outnumbers the major releases by about ten to one. We've covered a lot of these things in past Rage Hards, but you can bet your bottom dollar nothing as unusual as *Flexipage 200* has ever come to light.

It's an oddball program, described by its author as an "exercise display authoring system" which sounds a bit of a mouthful. What it actually does is to format viewdata type displays which link together 'pages' (the viewdata term for a screen) of information for business display and educational usage.

The system gives you the benefits of using a programming language like Basic or Machine Code without having to learn it. Everything's done for you, so you can build your connected screens with the minimum of fuss and bother. The program has been out in a small way since February and has received very favourable reviews not only in Spectrum fanzines but also in posh educational computing magazines. The review sample, I've been told, is an early version, but new ones are on the way as the writer of the program, David Wornham, is slugging his li'l ol' heart out to update the package all the time. For details of the latest configurations you should apply with sae to the address at the end of this review.

What You Get

The *Flexibase* program is available on cassette, +3 disk and Opus Discovery disk. As well as the main editor program you also have a tutorial program and example 'exercises' (see below). *Flexibase* is written for those lesser beings for whom the Speccy is a mystery. It leads you by the nose through its many levels, instructing you as it goes in the methods you should use in your own programs written using the system. Once you've authored your own *Flexibase* 'exercise', you can distribute it with a special 'read-only' driver program which you can then copy and pass on with the permission of Flexibase Software. (Details of obtaining written permission are included in the handbook.)

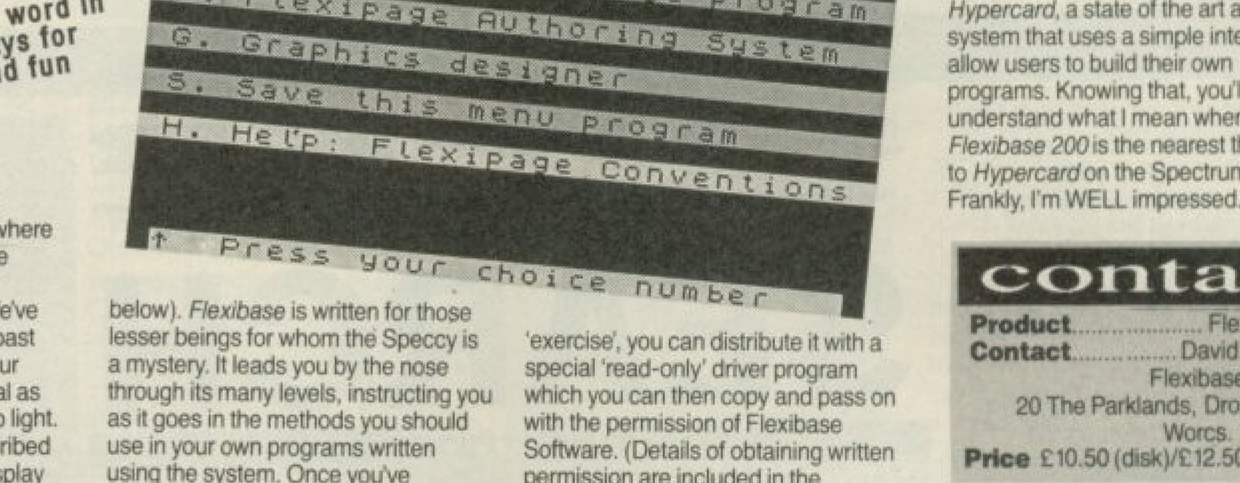
The program is written mostly in Basic, with a few subroutines for text rendering written in Machine Code. The reason for the Basic is that the program can be customised by the user to suit his own environment. The finished page sequences are called 'exercises', and the manual contains tutorial matter on how to load and alter the example sequences and how to create your own from scratch. The manuals are very clearly written, and although they are photocopied sheets folded together, their content is clearly set out and easy to follow. Included in the book are instructions on how to construct an 'exercise' in a business environment, demonstrating just how serious you can get about this program. All the controls for making your 'exercises' are single key presses, and prompts are supplied for your text and page routing. Altogether, a clever package and well presented for all its cottage industry good looks. And once you've made some useful 'exercises' you are asked to present them to *Flexibase* for marketing. Oh the fame and fortune!

Flexibase is interesting on several levels. As an educational tool it can be programmed by a computer novice to instruct on any subject matter. As a business tool, it can provide clearly structured business presentations and rolling shop window adverts.

For the Apple Macintosh, there is a revolutionary program called *Hypercard*, a state of the art authoring system that uses a simple interface to allow users to build their own programs. Knowing that, you'll understand what I mean when I say *Flexibase 200* is the nearest thing yet to *Hypercard* on the Spectrum. Frankly, I'm WELL impressed.

contact

Product .... Flexibase 200
Contact .... David Wornham, Flexibase Software, 20 The Parklands, Droitwich Spa, Worcs. WR9 7DG.
Price £10.50 (disk)/£12.50 (cassette)



Sinclair Magnum Lightgun

Hot news has reached the *YS* Techno-Cupboard of a fabarooni input device. The Speccy lightgun! Produced by Trojan Products for the Virgin Mastertronic Group, the Magnum Lightgun is to be marketed under the Amstrad/Sinclair livery as part of the ever-expanding Sinclair computer entertainment system.

Trojan is of course famed throughout the Speccy galaxy more for its excellent lightPENs than lightguns, but thinking about it I guess the techniques employed by both devices are similar enough. The Magnum allows you to shoot at the screen, from up to five feet away, making it a natural for games like *Operation Wolf* which used the technique on their original arcade machines. In fact, spotters, *Op Wolf* is rumoured to be sold with the Magnum, along with other delectable goodies like *Starship Encounter, Robot Attack* and *Solar Invasion.*

Unfortunately, you won't be able to use the gun with games which weren't made for it, but major software houses US Gold, Domark and Ocean do assure me that they'll be producing compatible versions of their games in the near future.

The initial release of this weapon will be usable only on 128K Speccies carrying the 'keypad' port, called 'Aux' on later models. This as you know is the serial port on the 128. The gun comes with a lead attached, on the end of which is a nifty little BT plug for the serial socket. As most 128K's have had the ROMs controlling the keypad ripped out before shipping, Trojan has written special code for inclusion in Magnum compatible programs which reads the port. Don't fret if you only have a 48K Speccy, as Trojan says it has a version which plugs to the user port of older Spectroids well in hand!

contact

Product .... Magnum Lightgun
Contact .... Virgin Mastertronic, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX
Price £29.95

PROGRAM PITSTOP



Here's a possum who knows how to pose! Introducing new man *Jonathan Davies* — your newly-installed Pitstop pop picker.

After McCandless's recent and unfortunate error in the spelling of my name we probably won't be seeing much of him around here for a while. And he hadn't even joined BUPA. Tragic. Anyway, it's just you and me now. And that undoubtably awful photo. Having strategically placed your thumb over it, let's take a peek at what's available in this month's Pitstop.

For starters, a couple of specialist programs, one for Multifacers and one for 128Kers. **Anthony Purvis**'s *Super Text Search* is distinctly long, but well worth the effort, and **Shimon Young** does unnerving things with your screen memory. These are closely followed by a bizarre but eye-catching program from **Dan Nielson**.

Incidentally, has anyone out there done anything interesting with fractals on the Speccy? You have? Send it in, and if I like it you could become instantly famous. Oooh, what a feeling of power!

SUPER TEXT SEARCH

by Antony Purvis

If you're one of the privileged few with a Multiface, who's a bit weary of backing up your software collection with it, this succulent wodge of Hex from **Anthony 'Purv' Purvis** could be for you. Multiprints are also suitable, but not Multiface 3's, so ner.

What we have here is a search-and-replace utility along the same sort of lines as the ones found in any word processors worth their salt. The difference is that this loads into your Multiface's on-board RAM and sits there until you press your little red button, whereupon a menu pops up allowing you to hunt through the game you're in the middle of, letting you change all occurences of the word 'aliens' to 'parsnips'. All in under a second. The potential is quite frightening.

Fiddly

It's a bit fiddly to get going, so concentrate. First of all, type in the Basic Loader below and save it onto tape with SAVE "search" LINE 10. If you have a Multiface 128 which is set up for use with the Disciple interface you should add line 35 POKE 40001,191:POKE 40051,63.

```
10 CLEAR 39999
20 LOAD ""CODE 40000
30 LOAD ""CODE 50000
35 FOR b=50768 TO 50776: POKE b,255: NEXT b
40 PRINT "PRESS ANY KEY TO CLEAR"
50 PRINT "THE SPECTRUM AND INSTALL SEARCH"
60 PRINT "PROGRAM INTO MULTIFACE RAM."
70 PRINT ''"ENSURE MULTIFACE IS ENABLED."
80 PAUSE 0
90 RANDOMIZE USR 40000
```

Next, funtime. Using the Hex Loader, bash in the colossal hex listing (without putting spaces between bytes — they're to make it easier to read) and type "STOP" (Symbol Shift A) to save the code after the Basic bit.

```
  10 REM General Hex Loader V966
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q;": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT ''"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
STOP
 370 PRINT AT 15,0;"ERROR": BEEP
.1,-20: GO TO 90
```

```
40000 56 9F 3E FF 32 00 C0 21 =861
40008 00 21 22 00 20 36 52 32 =293
40016 05 20 36 5B 32 04 20 3E =330
40024 4E 32 09 20 21 00 4D 11 =372
40032 B0 21 01 B0 C8 ED B0 21 =675
40040 30 C3 11 00 3C 01 08 03 =344
40048 ED B0 DB 1F C3 00 00 00 =856
40056 70 00 00 00 00 00 00 00 =0
40064 00 00 00 00 00 00 00 00 =0
40072 00 00 00 00 00 00 00 00 =0
40080 00 00 00 00 00 00 00 00 =0
40088 00 00 00 00 00 00 00 00 =0
40096 00 00 00 00 00 00 00 00 =0
40104 00 00 00 00 00 00 00 00 =0
40112 00 00 00 00 00 00 00 00 =0
40120 00 00 00 00 00 00 00 00 =0
40128 00 00 00 00 00 00 00 00 =0
40136 00 00 00 00 00 00 00 00 =0
40144 00 00 00 00 00 00 00 00 =0
40152 00 00 00 00 00 00 00 00 =0
40160 00 00 00 00 00 00 00 00 =0
40168 00 00 00 00 00 00 00 00 =0
40176 00 00 00 00 00 00 00 00 =0
40184 00 00 00 00 00 00 00 00 =0
40192 21 00 40 11 E6 3B 01 00 =390
40200 00 ED B0 21 00 58 01 00 =543
40208 01 ED B0 00 21 00 58 11 =552
40216 01 58 36 38 01 FF 00 ED =692
40224 B0 21 40 58 11 41 58 36 =585
40232 16 01 3F 00 ED B0 21 40 =692
40240 58 11 A1 58 36 32 01 3F =522
40248 00 ED B0 21 00 40 22 FE =798
40256 38 21 3A A0 CD 6D 25 CD =850
40264 20 24 CD 48 23 FE 73 CA =951
40272 E1 21 FE 67 28 07 FE 72 =1030
40280 CA F0 22 18 ED CD 93 21 =1122
40288 21 ED 40 22 FE 38 3A FC =978
40296 38 FE 00 28 0C 21 38 A1 =602
40304 CD 6D 25 ED 20 24 C3 82 =949
40312 21 21 40 A1 CD 6D 25 CD =859
40320 20 24 CD 48 23 FE 00 20 =666
40328 F9 CD 48 23 FE 00 28 F9 =1104
40336 C3 14 21 21 00 5C AF 32 =806
40344 FC 38 01 68 A0 65 C5 E1 =1230
40352 CD 6D 25 E5 C1 E1 0A BE =1198
40360 38 07 23 7C FE 00 C6 18 =684
40368 F5 E5 C5 23 03 04 FE 80 =1101
40376 28 0A BE 20 02 18 F4 C1 =735
40384 E1 23 18 E2 C1 E1 E5 C5 =1354
40392 E5 01 21 CB A0 CD 6D 25 =1185
40400 06 00 3A FD 38 4F ED B0 =868
40408 3A FC 38 3C 32 FC 38 18 =814
40416 DE 21 40 58 11 41 58 01 =578
40424 3F 00 36 29 ED B0 21 6B =711
40432 A0 CD 6D 25 36 20 E5 D1 =1035
40440 13 01 3E 00 ED B0 CD 06 =706
40448 23 AF 21 6B A0 CD 6D 25 =861
40456 32 F9 38 CD 48 23 FE 00 =928
40464 20 F9 00 CD 48 23 FE 00 =847
40472 28 F9 FE 00 28 18 FE 0C =806
40480 28 1C 77 23 E5 CD 06 23 =697
40488 E1 3A F5 38 3C 32 FD 38 =1017
40496 FE 3E 28 02 18 D5 3A 80 =777
40504 CD 06 23 C3 53 28 3A FD =869
40512 38 FE 00 28 C6 38 32 FB =915
40520 38 28 3A 20 E5 CD 06 23 =663
40528 E1 18 88 21 40 58 11 41 =700
40536 58 01 3F 00 3A 16 ED B0 =641
40544 21 A0 58 11 A1 58 01 3F =611
40552 00 3A 29 ED B0 21 C8 A0 =904
40560 CD 6D 25 36 20 E5 D1 13 =694
40568 01 3E 00 ED B0 CD 06 23 =722
40576 21 C8 A0 CD 6D 25 3A FD =1056
40584 38 32 FC 38 CD 48 23 FE =986
40592 00 20 F9 00 CD 48 23 FE =847
40600 00 28 F9 FE 0D 28 18 FE =874
40608 0C 28 34 77 23 E5 CD 06 =698
40616 23 E1 3A FC 38 3D 32 FC =892
40624 38 FE 00 28 09 18 D5 3A =657
40632 FC 38 47 23 10 FD 3A 80 =848
40640 21 A0 58 11 A1 58 01 3F =611
40648 00 3A 32 ED B0 CD 48 23 =829
40656 FE 00 20 F9 C3 14 21 3A =841
40664 FC 38 E5 21 FD 38 BE E1 =1300
40672 28 AA 3C 32 FC 38 28 3A =728
40680 20 E5 CD 06 23 E1 18 9C =912
40688 21 E6 3D 11 00 40 01 00 =390
40696 00 ED B0 11 00 58 01 00 =527
40704 03 ED B0 C7 C9 00 21 40 =911
40712 40 22 FE 38 21 6B A0 CD =916
40720 6D 25 26 CD 20 24 C9 2E =709
40728 2F 11 FF FF 01 FE FE ED =1320
40736 78 3F 6A 1F 28 0E 47 78 =710
40744 14 C0 D4 00 C8 3C 10 FA =995
40752 53 5F 20 F4 16 CB 00 38 =758
40760 E6 78 3C C8 FE 28 C8 FE =1360
40768 19 C8 78 5A 57 FE 18 C9 =1004
40776 C7 05 65 CB 17 23 78 FE =1279
40784 27 38 20 F6 18 28 29 FE =737
40792 1F 24 25 78 FE 27 28 09 =796
40800 FE 18 26 0A 21 64 9F 18 =676
40808 [illegible] 21 A8 9F 16 03 21 B2 =641
40816 9E D5 11 00 7E E6 52 51 =1041
40824 16 00 19 7E E1 D1 C1 C9 =1001
40832 36 00 18 F8 62 68 79 3A =711
40840 25 74 67 7E 6E 6A 75 37 =778
40848 34 72 66 63 6D 68 69 38 =744
40856 33 65 64 79 6E 6C 6F 39 =842
40864 32 77 73 7A 20 0D 70 30 =611
40872 31 71 61 42 48 59 36 35 =593
40880 54 47 56 4E 4A 55 37 34 =585
40888 52 46 43 4D 4B 49 38 33 =551
40896 45 44 58 0E 4C 4F 39 32 =501
40904 57 53 5A 20 0D 50 0C 31 =446
40912 51 41 2A 5E 59 26 25 38 =508
40920 47 2F 3C 20 55 27 24 3C =427
40928 4A 3F 2E 28 49 29 22 45 =439
40936 46 60 0E 30 38 29 40 57 =490
40944 53 3A 20 0D 22 5F 21 51 =429
40952 41 C5 D5 E5 2A 00 6F 29 =894
40960 29 29 11 00 3C 19 25 ED =458
40968 5B FE 38 06 08 7E 12 23 =597
40976 14 10 FA E0 5B FE 38 13 =946
40984 ED 53 FE 38 E1 D1 C1 C9 =1461
40992 7E FE 00 C8 CD F9 23 23 =1117
41000 18 F6 13 55 50 45 52 20 =701
41008 54 45 58 54 20 53 45 41 =574
41016 52 43 48 20 28 2E 2E 28 =437
41024 20 39 20 38 38 20 50 55 =500
41032 52 56 53 65 61 72 63 68 =766
41040 20 66 6F 72 3A 20 20 20 =513
41048 20 20 20 20 20 20 20 20 =256
41056 20 20 20 20 20 20 20 20 =256
41064 20 20 80 20 20 20 20 20 =352
41072 20 20 20 20 20 20 20 20 =256
41080 20 20 20 20 20 20 20 20 =256
41088 20 20 20 20 20 20 20 20 =256
41096 20 20 20 20 20 20 20 20 =256
41104 20 20 20 20 20 20 20 20 =256
41112 20 20 20 20 20 20 20 20 =256
41120 20 20 20 20 20 20 20 20 =256
41128 20 80 52 65 70 6C 61 63 =759
41136 65 20 57 69 74 68 3A 20 =635
41144 20 20 20 20 20 20 20 20 =256
41152 20 20 20 20 20 20 20 20 =256
41160 20 20 80 20 20 20 20 20 =352
41168 20 20 20 20 20 20 20 20 =256
41176 20 20 20 20 20 20 20 20 =256
41184 20 20 20 20 20 20 20 20 =256
```

```
41192 20 20 20 20 20 20 20 20 =256
41200 20 20 20 20 20 20 20 20 =256
41208 20 20 20 20 20 20 20 20 =256
41216 20 20 20 20 20 20 20 20 =256
41224 20 80 53 45 4C 45 43 54 =608
41232 20 3E 3E 20 3A 20 28 53 =401
41240 28 74 72 69 6E 67 73 20 =734
41248 2F 47 2F 6F 20 28 52 29 =456
41256 65 74 00 20 53 65 61 72 =657
41264 63 68 20 53 75 63 63 65 =734
41272 73 73 66 75 6C 6C 79 20 =816
41280 43 6F 6D 70 6C 65 74 65 =825
41288 64 21 20 0D 20 20 20 43 =341
41296 6F 75 6C 64 6E 27 74 20 =733
41304 66 69 6E 64 20 53 65 61 =678
41312 72 63 68 20 54 65 78 74 =770
41320 2E 20 20 20 00 F5 B5 11 =630
41328 00 7C EA 00 ED 5B 01 F1 =1091
41336 6F 41 4C 52 49 47 48 54 =724
41344 21 20 41 4C 52 49 47 48 =504
41352 54 21 20 49 20 4E 45 56 =487
41360 45 52 20 53 41 49 44 20 =504
41368 49 54 20 57 41 53 20 57 =543
41376 45 4C 4C 20 50 52 4F 47 =565
41384 52 41 4D 4D 45 44 21 20 =518
41392 50 75 72 7E 26 00 00 00 =475
41400 00 00 00 00 00 00 00 00 =0
STOP
```

Finally, it's necessary to make a copy of the character set, as the Multiface overlays this when it's activated. You can either use one you prepared earlier, or type in the following program and save the code it generates after the first two sections.

```
10 FOR n=0 TO 767
20 POKE 50000+n,PEEK (15616+n)
30 NEXT n
40 SAVE "CHARS"CODE 50000,768
```

Doddle

From now on it's peasy. Rewind the tape, make sure the Multiface is enabled, but not activated, and LOAD "" in the traditional manner. The program will install itself and then disappear. Now choose a decent game and load it up as normal.

Whenever you feel the urge, press the knob and prepare to be bowled over. In place of the boring old Multiface menu will be a new one with three options:

Strings is the one to use when you want to enter or replace a string. This shouldn't be any longer than the original or it will be brutally truncated.

Go, well, goes! Within the twitch of an earlobe the program will do its stuff and report back with a self-explanatory message, leaving you wibbling in its wake.

Ret returns to the game so you can see the results of your dastardly handiwork.

Sabotage

Finally, in case you tire of mutilating other people's codes (unlikely) or want to make a copy of the 'revised' program, hold down Break and hit the button. Normality will be restored.

Coming soon, from the same author, *Setsearch*! You lucky people!

WIPER

by Shimon Young

Nothing to do with windscreens Or Andrex, *Wiper* by **Shimon Young** *(Shurely shome mishtake! Ed)* reveals one of the 128K Speccy's innermost secrets. The thing actually has two chunks of screen memory, which can be swopped between at will. This means you can draw a picture on one screen while innocently displaying the other and, when it's finished, page in your masterpiece instantly — to the bewilderment of onlookers. *Wiper* lets you do all this and (of course) more...

Pic 'n' Mix

Type in the short Basic loader which doubles as a demo of the extraordinary power that is about to be unleashed. Save it onto tape with SAVE "Wiper" LINE 1, and then hammer in the mercifully short hex dump using the Hexloader (from *Super Text Search*). Save that after the Basic part.

Now you'll need to find a couple of old saved screens from somewhere. Having done so, reload the program which will then wait while you load in the piccies. Finally, sit back and ogle as the two screens are wiped between utterly smoothly and without any hint of colour clash. Astounding. "Throw away your Quantel," as Shimes puts it.

```
1 REM WIPER
2 REM by  SHIMON YOUNG
3 REM 128K ONLY!
4 REM
10 CLEAR 48894: LOAD ""CODE : REM Load wipecode
20 POKE 23388,16+7: LOAD ""CODE 49152 : LOAD ""SCREEN$ : REM LOAD SCREENS IN
30 RANDOMIZE USR 48966: REM WIPE DOWN
40 RANDOMIZE USR 48946: REM WIPE UP
50 RANDOMIZE USR 48983: REM BOING!
60 GO TO 30
```

```
48895 01 BF F5 C5 3A 5C 5B EE =1113
48903 08 01 FD 7F ED 79 06 FA =1003
48911 10 FE 00 06 01 0E 0A 0D =314
48919 00 20 FC 32 00 00 10 F5 =595
48927 EE 08 01 FD 7F ED 79 FF =1240
48935 C1 F1 ED 40 3E BE ED 47 =1308
48943 ED 56 C9 06 F0 CD 88 BF =1313
48951 CD 28 BF 78 32 13 BF 76 =977
48959 05 FE 30 20 F6 18 52 06 =697
48967 3D CD 28 BF 78 32 13 BF =867
48975 76 04 FE F0 20 F6 18 34 =970
48983 16 96 06 30 0E 00 CD 28 =488
48991 BF 15 20 28 78 32 13 BF =672
48999 76 0C CB 7F 28 10 CB 79 =840
49007 20 0C EA 7F 01 FE 71 CB =1100
49015 FF 47 38 E5 18 04 81 47 =839
49023 18 BF 06 F0 79 ED 44 C6 =111
49031 03 4F 18 05 38 01 32 13 =451
49039 BF 3A 5C 5B EE 08 32 5C =820
49047 5B ED 56 C9 00 00 00 00 =615
STOP
```

Et Voilà!

In order to make use of the routine in your own programs you'll need the following info, all of which is alluded to in the demo.

To load a picture into the second screen area, POKE 23388,23: LOAD "" CODE 49152. You won't be able to see it, but it's there all right. Then to unveil it, RANDOMIZE USR one of the following:

48946 — Wipe up
48966 — Wipe down
48983 — Boing!

You'll notice that while the second screen is paged in, all PRINTS, PLOTS and the rest are still directed to the normal display, so you can create your masterpiece in total secrecy and then wipe back to reveal the results. Bear in mind, though, that every time you return to the Basic editor the standard screen will reappear.

TOP SCREEN EFFECT

by Dan B. Nielsen

While this snappily-titled program may appear on the surface to be completely pointless, and probably underneath as well, I assure you that you'll be messing about with it for hours. There's also the bonus that it comes from **Dan Nielson** who lives in Denmark, land of bacon, Lego and a rather tasty blue cheese.

What does it do? It's hard to explain, really. A kind of scrolly effect would be a good estimate, I think, but the easiest way to find out is to type it in and see. There's a terribly impressive demo program that should clarify everything.

Enjoy

Simplicity itself. Knock in the Basic demo program and save it with SAVE "thingy" LINE 10. Then, with the aid of the Hex Loader (from *Super Text Search*), enter the hex listing, typing 'SCREEF.cd' as the filename. Shouldn't take too long. Then save it after the demo by pressing STOP.

All that remains to do is to reset, reload, relax and enjoy.

```
10 BORDER 0: PAPER 0: INK 6: CLEAR 62999
20 LOAD "SCREFF.cd"CODE
30 CLS : LET A$="YOUR SINCLAIR ": PRINT AT 10,4;"TOP-SCREEN-SCROLL-EFFECT"
40 PRINT AT 12,4; INK 4;"1989 BY DAN B. NIELSEN"
50 FOR F=14 TO 21: PRINT AT F,0; PAPER 1,, PAPER 2,,: NEXT F
60 PRINT AT 14,1; PAPER 1;"TO SCROLL OUT:";AT 14,17; PAPER 2;"TO RE-ARRANGE:"
70 PRINT AT 17,2; PAPER 1;"POKE 23361,0";AT 19,1;"RAND USR 63250"
80 PRINT AT 17,18; PAPER 2;"POKE 23361,1";AT 19,17;"RAND USR 63250"
90 PRINT AT 21,4; PAPER 1; FLASH 1;"TESTING!"
100 FOR F=35 TO 220 STEP 17: CIRCLE F,144,30: NEXT F
110 POKE 23361,0: RANDOMIZE USR 63250
120 PRINT AT 21,4; PAPER 1;"        "
130 PRINT AT 21,20; PAPER 2; FLASH 1;"TESTING!"
140 FOR F=35 TO 220 STEP 17: CIRCLE F,144,30: NEXT F
150 POKE 23361,1: RANDOMIZE USR 63250
160 LET B$="": FOR F=1 TO 19: LET B$=B$+A$: NEXT F: LET B$=B$( TO 256)
170 PRINT AT 0,0;B$
180 POKE 23361,1: RANDOMIZE USR 63258
190 FOR F=3 TO 5: PRINT AT F,11; PAPER 4;"          ": NEXT F
200 PRINT AT 4,13; PAPER 5; INK 0;"VOILA!"
210 PRINT AT 21,20; PAPER 2;"        "
```

```
63000 3A 00 F7 4F E6 C0 0F 0F =836
63008 0F C6 40 67 79 E6 07 B4 =870
63016 67 79 87 87 E6 E0 6F 3A =1117
63024 00 F7 FE C0 D0 91 D8 3C =1322
63032 4F 06 1F 78 80 6F 78 FE =902
63040 20 D0 D6 00 D8 3C 5F 16 =847
63048 00 3A 41 5B 08 43 A7 CB =659
63056 16 2B 10 FB 08 19 FE 01 =620
63064 38 20 28 27 CB C6 CB 47 =842
63072 20 02 CB 86 08 7C 3C 67 =666
63080 E6 07 20 0A 78 C6 20 6F =745
63088 38 04 7C E6 08 67 08 20 =554
63096 B4 C9 06 7E E6 02 1F B6 =992
63104 77 18 E2 08 3E 00 17 B6 =644
63112 77 18 DA 3A 01 F7 4F E6 =976
63120 C0 0F 0F 0F C6 40 67 79 =723
63128 E6 07 B4 67 79 87 87 E6 =1093
63136 E0 6F 3A 01 F7 FE C0 30 =1295
63144 91 D8 3C 4F 06 00 78 80 =807
63152 6F 3E 1F FE 30 D0 90 D8 =1058
63160 3C 5F 16 00 3A 41 5B 08 =399
63168 43 A7 CB 1E 23 10 FB 08 =777
63176 A7 ED 52 FE 01 38 20 28 =669
63184 27 CB FE CB 47 20 02 CB =1007
63192 BE 08 7C 3C 67 E6 07 20 =754
63200 0A 78 C6 20 6F 38 04 7C =660
63208 D6 08 67 CD 20 32 C9 0B =789
63216 7E EA 40 17 B6 77 18 E2 =994
63224 08 3E 00 1F B6 77 18 DA =644
63232 00 01 2E 3F 32 01 F7 30 =495
63240 32 00 F7 3D F5 CD 18 F6 =1078
63248 CD 88 F6 F1 3F FE FF 20 =1499
63256 EB C9 3E 00 F5 CD 02 F7 =1197
63264 F1 3D FE C0 20 F6 C9 00 =1035
STOP
```

Fin

By now you'll probably be wondering how you too can become part of the phenomenon that is Program Pitstop. Easy as Pi. Just send a copy of your latest creation, on tape, to me at the address below, and before long you could be the proud possessor of a *YS* badge and a much-inflated ego. Today Pitstop, tomorrow the world, and all the rest of it.

So send your programs to Jonathan Davies, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. I'll be waiting for your call.

YS Offers

Get back trakkin' with a *YS* Back Issue!

BACK ISSUES



Ever missed a back issue of *Your Sinclair?* Phur, you don't know what you've missed then. All those brill features for arcadesters, specials for adventurers, and what about the mega Smash Tips extravaganza for all those wanting hints and tips on every single game that ever was?! There's something for everyone in a *YS* back issue. But don't despair if you've missed any, 'cos here on this very page is the users guide to *YS* back issues. Dip in!

Arcadesters



Issues **1-42** are a must for the most definitive full colour previews, reviews, mega previews and maps of every game ever. Ooh and don't forget the specials on coin-op conversions, sport, telly and film licences and budget houses in issues **9, 13, 15, 17** and **31**.

Adventurers



Issues **1-42** contain all the in-depth adventure reviews you are ever likely to need. With extra A-Z Adventure Tips Guides in issues **11, 15, 33** and **40**, specials on *GAC*, **9**, *PAW*, **18**, utilities **36**, and a DIY Adventure Guide in **34**.

Programmers



Issues **1-42** are essential if you want to get hold of all the programs we've ever printed in *YS*. And there's also the special on *3D Game Maker* in issue **11** for all you potential games programmers out there.

Hardware Hunters



Where shall we begin? There's joystick features in issues **2** and **35**, reviews of the 128, +2, +3, Sinclair PC 200, and Sam Coupe in issues **4, 10, 19, 35** and **39**, wafadrives in issue **5**, Saga keyboards reviewed in **7**, a modem special in **16**, hardware round ups in issues **6, 8, 13, 14** and Rage Hard regulars in issues **27-42**.

Musicians



Making music is easy on the Speccy — with your *YS* back issues. Check out the *Specdrum* and *Wham Music Box* in issue **3**, the music for beginners special in issue **7**, supergroup in **12** and the review of the Cheetah Mk 5 midi keyboard in issue **18**.

Artists



If you fancy being the next Rolf Harris then check out the review of *Art Studio* in issue **4**, *Animator 1* in **8**, and of course *Artist II* in issue **14**. Can you giss what it is yit?

Hackers



Issues **1-42** are stuffed full of hacks and POKEs for trillions and zillions of games. But there's also a Hacker's Special in issue **9** and the brilliant Smash Tips with hints, tips, POKEs and complete solutions for every game ever in issues **32, 33, 34, 35** and **36**. (Also see Special Offer).

Bargain Hunters



There are giveaways galore with *YS* back issues. There're 18 Smash Tapes, all with complete games on issues **1, 17, 22, 24, 25, 29, 30, 31, 34, 35, 36, 37, 38, 39, 40, 41** and **42**. Mega cool *YS* badges with issues **26** and **41**, not forgetting the fabby stickers in issues **21** and **40**! Coo!

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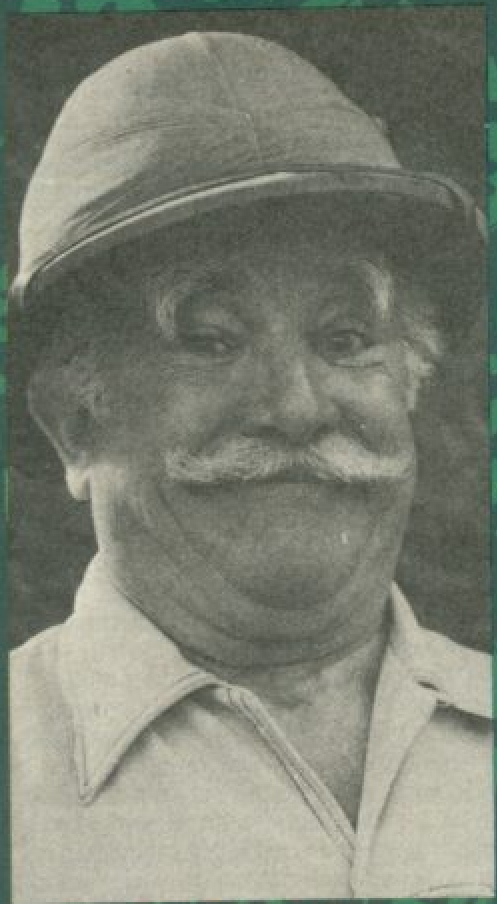
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Out with the gun time. Die, you slavering creature! Blammo!

RICK DANGEROUS

Firebird/£9.99 cass/£14.99 disk



Jackie Ever fancied yourself as the brave explorer type? Scything your way through a steaming hot jungle, wading through rivers infested with leeches, fending off the local natives and generally behaving like a hero? Right then. Get all your mum's potted plants, don your khaki shorts and pith helmet, get the cat to prowl around in a tigerish fashion and load up *Rick Dangerous*, the latest release from Firebird.

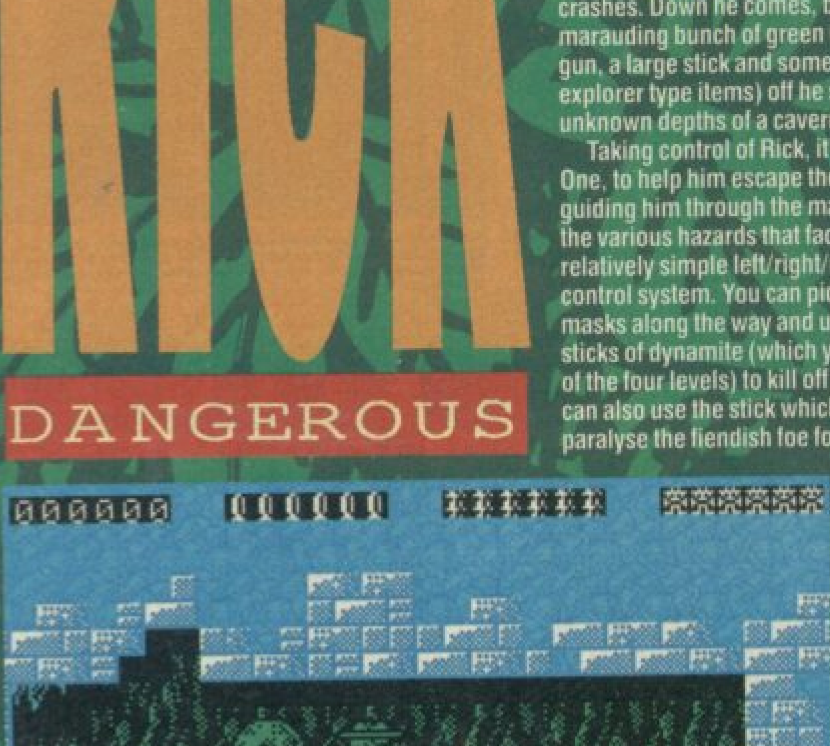
Rick Dangerous is the latest four level, flip screen arcade adventure from the newly taken over Firebird. Rick himself is an intrepid explorer, on his latest hazardous set of expeditions. His first takes him in search of the Goolu tribe, a blood thirsty race that lives deep in the Amazonian jungle. But unfortunately for Rick, all his well laid plans go to pot when the plane carrying his explorer gear crashes. Down he comes, bang in the middle of a marauding bunch of green Goolus. So grabbing a gun, a large stick and some dynamite (all handy explorer type items) off he sprints, escaping into the unknown depths of a cavernous temple.

Taking control of Rick, it's your task, in Level One, to help him escape the gruesome Goolus by guiding him through the maze of tunnels and past the various hazards that face him, using the relatively simple left/right/up/down/jump/crouch control system. You can pick up various Aztec style masks along the way and use the six bullets and six sticks of dynamite (which you have with you in each of the four levels) to kill off your adversaries. You can also use the stick which you have with you to paralyse the fiendish foe for a few seconds and make a speedy escape. Or even activate the hidden traps, which soon make themselves apparent. At certain points in the game you'll come across little crates of bullets too, so you can replenish some of the bullets you might have used up earlier in the game.

In Level One, there are rolling rocks to outrun, concealed blowdarts to dodge, treacherous passages to avoid and of course those ever present Goolus to evade. Levels Two, Three and Four follow Rick on his escapades through spooky Egyptian tombs to creepy castles. And he finally ends up in a well guarded missile silo, which he must blow up.

In essence, the game is very simple, but actually very tricky to complete. Sneaking along, climbing up and down ladders and avoiding the ever-present patrolling enemies, requires split second timing. And even when you've worked out how to get past one particular hazard and reckon you could do it in your sleep, when you get sent back a little way and have to do it again, you can still make a hash out of it.

Some elements are a little annoying, like when you get sent back a couple of screens, and have to repeat all your moves before getting to the bit where you last got bumped off. Still at least you don't get sent right back to the beginning of the level. And though sound and graphics are pretty basic, with over 80 screens to work your way through and the added shoot 'em up element, *Rick Dangerous* should provide you with a good few hours of adventuring. So go and slap on that insect repellant!



Yikes! One of T'zers earrings is chasing Rick down a tunnel. Will he reach the end in time before being flattened?

final

LIFE EXPECTANCY	GRAPHICS
83°	74°
INSTANT APPEAL	**ADDICTIVNESS**
76°	80°

Diagnosis

A trekkin' good arcade adventure. Simple but tricky, with that vital just-one-more-go element.

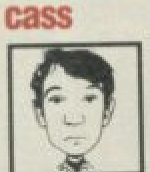
78° verdict

SPHINX JINX

TOTAL ECLIPSE 2

YOUR SINCLAIR MEGAGAME

Incentive/Two Game Pack/£11.20 cass



Macca ***The Sphinx Jinx*****, apart from being quite a clever use of assonance, is the sequel to** ***Total Eclipse*****, and the fourth game to use the revolutionary Freescape (TM) system. Incentive conceived it, and now Incentive is using it (a lot). Previously, these games had been confined to the vacuous void (space to you), the moon and other nearby related satellites. Then came** ***Total Eclipse*** **which brought the system down to Earth, with an Egyptian setting, an early 20th century time zone and lots of sandy yellow graphics.**



Just in case you didn't know, Freescape is the graphics system whereby the gamesplayer has complete access to an entire world. He can go anywhere, look anywhere, and publicly demonstrate against Thatcherite autocracy anywhere – complete freedom. He sees a 3D perspective world, with buildings and objects depicted by geometric blocks, shaded to give a sense of solidity and realism. As he wanders through this Pytogorian landscape, buildings slide closer, walkways flitter past overhead, and doorways leading to interior locations open up.

The story so far... An ancient but temperamental High Priest of Re (the Sun God) got a bit narked with his people when they started falling out with religion, missing church on Sundays to play golf. So he erected (steady!) a huge great pyramid in reverence to his God, and built an exclusive little shrine at its apex. The pyramid was magically charged so that, if anything blocked the sun's rays during the day, it would be destroyed. Unfortunately, today is 26 October 1930, and a total eclipse of the sun by the moon is due in about two hours, which means that the moon will be destroyed and the earth peppered with large bits of it.

All that happened in *Total Eclipse I*, but now in *The Sphinx Jinx*, to exorcise the curse completely, you have to search for the 12 pieces of the sphinx, which have been hidden in the underground passages beneath the pyramid.

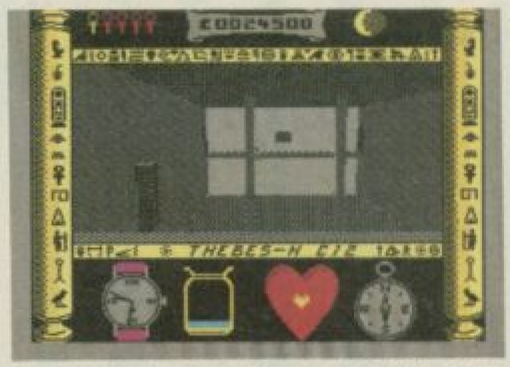
This game is not as much of an arcade adventure as I had expected. There are no objects to be collected and manipulated and most puzzles come when you try and suss out the complicated layout of the chamber. The rooms are puzzles in themselves, requiring some acute observation and agility. Gold bars lie here and there if you fancy a quick bout of sacrilegious pillaging.

The graphics aren't detailed but the sphinx, made up of 12 shapes, is very good and very big. All the shapes are amazingly versatile and manage to rotate in three dimensions without flaw, although some rooms required a bit of imagination before I could suss out what they were meant to look like. Gameplay is quite slow (not surprising considering all the meaty algorithms that are being pounded through the Speccy's tiny brain) but when the pyramid is fraught with traps and long falls you're glad for the lack of speed.

This is the easiest Freescape game to get into so far, because most of the action is concentrated in inside locations rather than across a massive roving landscape. *The Sphinx Jinx* comes in a double pack with *Total Eclipse I*, that equals at least three or four long weekends' worth on one tape. Though at present it's only available through the Home Computer Club, it'll be put on general release soon. Excellent value.

PYRAMIDIOCY

- In 1968, a group of American scientists X-rayed every inch of the Chephren pyramid in Egypt. During the experiment, X-ray scans, made from the same point and at the same time on consecutive days, were completely different, as though the interiór of the pyramid was constantly changing...
- When Karl Drbal, an Hungarian engineer, placed a blunt razor blade in his cardboard scale model of the great pyramid at Giza, he found, after a week, that the blade had mysteriously sharpened itself, as if it had never been used in the first place!
- Digging up lost Pharoh's tombs is not an occupation life-insurance firms approve of, especially after some inquisitive archaelogists, led by Lord Carnarvon and Howard Carter, discovered and broke into Tutankhamun's tomb in 1922. In the years after the discovery, over a dozen peole connected with the tomb died in suspicious circumstances. Carnarvon was bitten on the cheek by a mosquito in the tomb, the bite became infected, and he died of pneumonia. And at the exact moment of his death, all the lights in Cairo went out. And back home in Hampshire, his dog howled once and died on the spot. Stranger still was the mark found on the cheek of the mummified remains of Tutankhamun – it corresponded exactly to the injury that killed Lord Carnarvon...



Now I'm looking down from a ledge suspended high above the ground. You have to be pretty wary when you enter a new room as some doors lead onto wafer-thin balconies, which in turn lead to Elfel-high drops.

final

LIFE EXPECTANCY	GRAPHICS
90°	75°
INSTANT APPEAL	**ADDICTIVNESS**
85°	83°

Diagnosis

Excellent Egyptian elaboration on the *Total Eclipse* theme, fab value, and good 'entry-level' for Freescape games.

90° verdict

YS Adventu

I've just had a spooky coincidence, possums. I opened a letter from **John Wilson**, the Rochdale Balrog, in which he happened to mention that he'd once sent a solution for *Sherlock* to a Captain in the Pakistan Intelligence Agency but never heard back from him, so he wondered if he'd disappeared on some mysterious mission! And then I pick up another letter from the same day's post and... lo and behold, it has a Pakistan stamp on it, and what's more, inside there's a letter signed by... a **Captain Nazir Ahmed**! Can they be one and the same? The plot thickens as Captain Ahmed asks me questions about... two of John Wilson's adventures! Spookier and spookier. While I ponder the meaning of this, and wonder whether Captain Ahmed can really be in Intelligence if he's stuck into John Wilson's games, here are the answers to his problems. To open the trap door in *Balrog And The Cat* you must DROWS EHT YRRAC and then ROOD PART ESIRP. (Well I never knew 'trap door' was 'rood part' backwards! Take me to your rood part at once! Ahem, control yourself.) In *Dark Night Sky*, to get started you must ELDNAH LLUP/DRAOBHSAD LEEF/SYEK EKAT/ DRAOBHSAD LEEF. And in that order. Or possibly backwards.

My thanks to Captain Ahmed for sending me a copy of the *Lords Of Midnight* keyboard overlay I'd asked for – and thanks to all the other readers too who were kind enough to rally to the call. Anyone missing the overlay can now send me an sae for a copy.

Scott Hillier of Bristol urges me to tell him where the bead is in *Jack The Ripper*. TOLS NI NEP TUP. Scott also asks me to send him a solution to *Bugsy*, which I can't do as it's not on my list of freebies. Quite a few readers are just writing in asking me to send them solutions to any old Spectrum adventure, but, while I've got hundreds of solutions to games in my files, obviously I can't send them all out or I'd have nothing left myself. What I have done is to type some of these solutions up as freebies. I can print them out on my printer as required, so for an up-to-date list of what's available send an sae — and make it a small one as it's only a sheet of paper I'm posting to you after all. The envelopes some people send, you could fit a duvet in them. And if **John Kennedy** of Dunoon sends an sae I'll send him a freebie on *The Never-Ending Story* and tell him where to find help on *Knight Tyme*. And if the four John Waddington employees from Leeds care to have a whip-round for a stamped addressed envelope, I'll sort out their problems with a freebie for *Blizzard Pass*.

In a recent Lost Souls column I said that I'd never heard of the adventure *Pilgrim's Progress*, which one reader was stuck on, and now **Jim Grimwood** of Hatfield has shed some light on my darkness. He says the game was published in October 1984 by The Scripture Union at £10.95, was written by James Day and based on "the international best-seller by John Bunyan". (Well, it was in its day!) Though you didn't need the book to solve the game, a copy of the Bible came in handy. And finally Jim says he hasn't any useful hints to offer the lost reader who's not making any *Pilgrim's Progress*. Thanks anyway, Jim lad.



So when the morning was come the Giant goes to them again, and takes them

James Handley of Barnes suggests that anyone who's got Level 9's clue sheet for *Gnome Ranger* should read clue number 44 and follow the instructions, I did – quite a giggle. Do give it a read.

Loadsahelp needed by **Gavin James Welch**, 12 Longley House, 242 Tufnell Park Road, London N19 5HB. How to get through the Forbidden Door in *St Brides?* First you must ROOD REDNU REPAP EDILS and then LICNEP HTIW ELOHYEK EKOP. What to do with the dragon in *Fuddo and Slam*? NOGARD YONNA OT MALS KSA. How to deal with the hawk in *Karyssia?* TELUMA ENIMAXE. Finally Gavin needs help that I don't have for part two of *Jekyll and Hyde*. He says he's bought the Soho flat, become Hyde and gone to Soho, but in those immortal adventuring words, WHAT NOW? Is the bearded figure of any relevance? How does he stop Enfield's mob from killing? (Stop saying things like loadsahelp, maybe?) Anyone who can help Gavin, contact him at the above address – Lost Souls is just brimming over at the moment.

Has anyone seen a creative spark anywhere? If so, it could be the one lost by **Joe Wilson,** 224 Tadcaster Road, Thorney Close, Sunderland, Tyne and Wear SR3 4NW. Joe says he writes his own adventures using *GAC*, and he likes text adventures best. Don't we all? The trouble is, though, that Joe's lost the aforementioned creative spark and asks anyone who's got a decent adventure plot to get in touch with him for a 50/50 effort, with Joe doing the programming. He stresses that the plot must be well thought out, and not just a few scrappy ideas. If you're keen, contact Joe.

And what's the next thing I see? Ye Gods, more spookiness. **Gareth Pitchford**, 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH says he's just designed and mapped a funny adventure called *Microfair Madness*, but doesn't have a utility. Would anyone like to *GAC* or *PAW* it for him? Well, just read the previous paragraph and call me a matchmaker.

Alan Chang sends in lots of tips for *Golden Eggcup*, and also says he's found a batch of objects he hasn't any use for. What to do with them? WORRUB NI STCEJBO SSELESU LLA TUP. Anyone wanting help or even a solution on *The Never-Ending Story, Seabase Delta* or *Kobyashi Naru* should send sae's to **Alan Chang,** 10 Ventnor Avenue, Stanmore, Middlesex. And an *Eggcup* tip? If you lose any of your possessions go to the location NE of the bag.

Derek the Troll writes from Great Yarmouth with excellent maps for both

...ures | news

Lords Of Midnight and *Loads of Midnight*. He's just bought an Amiga and he says (and I quote), "It's my second computer, but not nearly as good as my olde 48K rubber keyboard Speccy!" Well, there you have it, straight from the troll's gob.

A quick hello, the noo, to **Melanie Movat, Margo Spence** and **Julie Henderson,** all from Baltasound Junior High School in the Shetlands, who write to me for help on *The Hobbit,* which they're working on in school. One of them (and I name no names) says her teacher, Mr Thomson, has the solution book but won't show it to them. So she's in a mood with him. Rotten Mr Thomson, that's what I say! And rotten Melanie Movat, who called me the Sorceress. Why, the Sorceress is nothing like me. Apart from the beard, we've got nothing in common at all.

Next a very brave soul, **Mr R. Reeves,** 39 Birchfield Road, Northampton. Why brave? Because Mr Reeves wants to collect together the ultimate solution collection. He says it's often difficult to find full solutions to games because many people only give out clues and sheets can be expensive to reproduce. He is therefore prepared to try to collate everyone's efforts and produce a master catalogue of solutions. Anyone wanting to join in his scheme is invited to send a copy of their solutions to him and they'll receive full credit in the eventual tome. A generous offer, though with lots of rival schemes, such as Sonia Griffiths-Glover's Hints Archive For Lost Adventurers, I'm not sure if there'll ever be just one unified source.

Now to that mathematical genius, **Jim Donaldson** of Glasgow, who begins his letter by saying "I'm here again with a couple of problems... well, five to be exact." Thank goodness he didn't start with five problems. Among the questions are how to find the lamp in the hut in *Prospector,* as it doesn't seem to be there. First you must RENIM OT YEKSIHW EVIG. How do you lever the boulder with the staff in *Staff Of Zaranol?* Why not try to REDLUOB PMUJ instead? And how do you prevent the robbers from robbing you in *The Jade Stone?* To do that you must frighten the robbers off by NAMSILAT EHT GNIYRRAC. Okay?

And finally some laughs – which I need after all these creepy coincidences. **Lee Davidson** from Selsdon suggests a few odd (some of them very odd) inputs that might raise a titter in Zenobi's *Behind Closed Doors (The Sequel).* Try JUMP, CUT HEDGE WITH DAGGER, CLIMB OVER WALL, BURN HEDGE, KISS FROG and... hang on, the next one's not only obscene, I do believe it's also dangerous, illegal and a physical impossibility. Not to mention highly uncomfortable for the frog. CENSORED!!

Venture forth with Mike Gerrard



● No excuses for giving yet another mention to the *Spectacular* fanzine, as it's easily one of the best around. At only 30p I don't know how they do it. The latest issue, number 16, has gone very hi-tech and is produced using the ultra-fashionable Desktop Publishing software now available for the Spectrum. It looks terrific, so full marks to editor Rich Pelley.

Congrats too for giving a couple of pages over to adventures, written by Robin Alway, who also writes the Spectrum column in *New Computer Express* every week. In the latest *Spectacular* he reviews *Lancelot* and *Border Harrier,* and isn't ashamed to give a plug to a rival fanzine, *BASIC,* which apparently contains an interview with one Mike Gerrard! I only wish they'd sent me a copy – that's the last time I do an interview for anyone, mumble-mumble-grump...

No grumping about *Spectacular,* though, it's well worth a read and excellent value for money. Just send 30p plus large sae to *Spectacular,* 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW.

● Reader Derek the Troll, alias Derek Tate of Great Yarmouth, wrote in to tell me about the Tolkien Society, which he thought would be of interest to other adventurers with an Elfish bent. The society was founded in 1969 and the man himself, J.R.R. Tolkein, became Honorary President in 1972. It's a charitable organisation that's dedicated to promoting an interest in Tolkien's life and works, and publishes a bulletin, *Amon Hen,* containing letters, news, reviews and short articles, plus a journal, *Mallorn,* which has longer articles on Elfish language and writing, plus members' own poetry and stories.

The Tolkien Society also keeps close links with other groups involved in what you might loosely call fantasy and speculative fiction, and has an archive library from which UK members can borrow. There are regular meetings throughout the year, and an Autumn weekend break which includes visits to places with a Tolkien connection. There are also lots of local groups, called Smials, and although this Troll named Derek didn't tell me what the subscription costs are, he did say that further details are available from Anne Haward, 35 Amesbury Crescent, Hove, East Sussex BN3 5RD. (Hove is a little known town in the south-eastern corner of Middle Earth, of course.)

● Good news from Electronic Arts, and for everyone who wanted to buy *The Bard's Tale* but couldn't afford it. The Spectrum tape version has been re-released on its new Software Classics label at the definitive bargain price of only £2.99. Further details can be had from Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Nr Slough, Berkshire SL3 8YN.

● Lambourn is the town in Berks where all the berks come from, and none berkier than Matthew Conway. Matthew's been a Speccy fan since he was knee-high to a drain cover, but recently he acquired an Atari ST and a copy of Incentive's ST version of *GAC,* known as *STAC.* (Guess why?) Matthew knows his way round these utilities and he's currently writing a series of *GAC*-related articles for the new utility fanzine, *The Forge.* His enterprising idea was to ask if any authors of adventures that had been successful on the Spectrum would like to see them converted to the ST? If so, contact Matthew with a view to conversion and possible publication ideas. His address is 1 St George's Terrace, Station Road, Lambourn, Berks RG16 7PW.

Dear Uncool...

by Aunty Madge



"Hello loves. Loads and loads of letters this month, so let's jump straight into the mailbag..."

Dear Aunty Madge
I've got a semi-circular plastic 'crocodile skin' wallet. The problem is that every time I try to 'flash my cash' I get laughed at. What can I do to stop the sniggers?
Uncool, Bath

Dear Uncool
What you need is one of these...



It's the ultimate Wodge Wagon — in trendy red and black with a giant *Your Sinclair* logo. It's got compartments for cash, plastic and anything else you might care to squeeze into it — and it's only £2.99! Cool or what? Positively Picothermic I say!!

Dear Aunty Madge
I spent loads of money on Acid House badges, but I can't wear them because Acid House isn't trendy anymore. I could do with some advice: what kind of badge would you suggest I go for next?
Uncool, Birmingham

Dear Uncool
I'd suggest you go for the badge to break a thousand fashions — one of these to be precise...



And guess how much it is? It's totally FREE, that's how much. Zero pence buys you total cruciality. "There's got to be a catch" I hear you say. Well. Erm, yes. Of course there's a catch — you only get one if you spend more than £10 on other fab *YS* goodies. (Not that that's particularly hard to do.)

Dear Aunty Madge
Whenever the sun comes out I like to slip out of my jacket and reveal my 'Frankie Says Do It Standing Up' T-shirt. The problem is that I tend to get ribbed about it by my friends. Am I doing something wrong?
Uncool, London

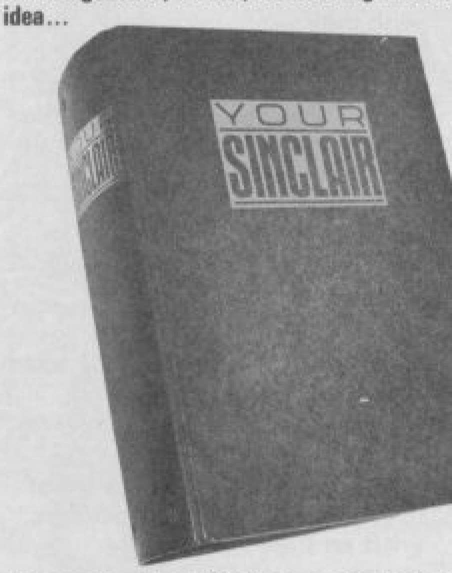
Dear Uncool
I'm afraid you are: Frankie T-shirts are 'yesterday's news'. May I suggest you order one of these...



It's a rip-snorting *YS* Psycho Pig T-Shirt. Guaranteed 'straight out of the fridge' it'll have heads turning and faces going green with envy. It's cotton, comes in three sizes (S, M and L) and at only £4.99 it's a steal!

Dear Aunty Madge
My pile of mega-cool *Your Sinclairs* has passed the height where instability sets in. At the slightest vibration or hint of a breeze the whole lot slides over and spreads itself across the floor. What on earth can I do?
Uncool, Hull

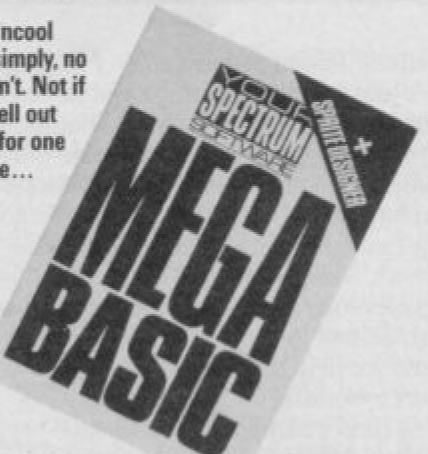
Dear Uncool
Investing in one (or more) of these might not be a bad idea...

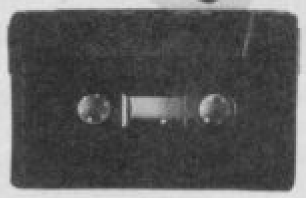


It's a totally wicked *YS* binder — and it holds 12 copies (that's almost a baker's dozen) of your favourite mag — so never again will you have to suffer '*YS*-spillage'. With its red leathertone vinyl covering and gold embossed *Your Sinclair* logo it's unbelievably hot — but at the same time incredibly cool. And for just £4.99 it can be yours.

Dear Aunty Madge
When I show my friends the BASIC computer programs I've written they just laugh in my face. Do I have to learn machine code?
Uncool, Glasgow

Dear Uncool
Quite simply, no you don't. Not if you shell out £4.95 for one of these...

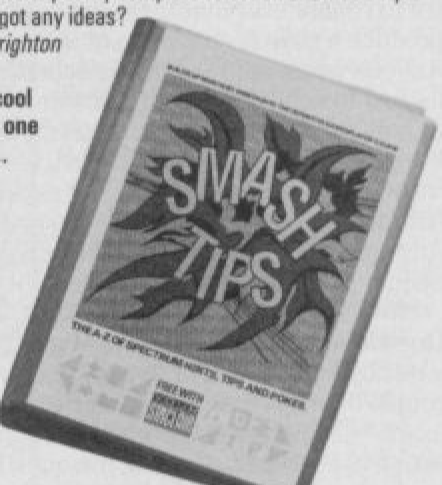




It's got programming features you just wouldn't believe: GET and PUT commands, PROCedures, multi-tasking and editing commands like TRON and TROFF and about a squillion other things like special sound commands, multiple fonts and even a sprite designer. The whole thing loads in from tape and once you've got it you'll wonder how you ever managed without!

Dear Aunty Madge
I've got loads of the brilliant *YS* Smash Tips back issues, but nowhere to put my complete selection of Smash Tips. Have you got any ideas?
Uncool, Brighton

Dear Uncool
You need one of these...



It's a *YS* Smash Tips Album and all your Smash Tips can be bound and kept safe for ever more. They won't cost an arm and a leg either — each one can be bought for only £2.99! Now there's a bargain!

Dear Aunty Madge, how can I ever thank you — you've helped me see the light. I always thought I was quite with it, but at long last I can be incredibly cool. Here's what I want (I'll tick the relevant box/boxes)...

Wallet	☐ £2.95	Name ....
Megabasic	☐ £4.95	
Binder	☐ £4.95	Address ....
Album	☐ £2.99	
T-Shirt	☐ £4.99	.... Zip ....
☐ **S** ☐ **M** ☐ **L** ☐ **XL**		
(Tick T-Shirt size)		Signature ....

I enclose a cheque/postal order made payable to Dennis Publishing Limited. Then again, since I don't carry my wodge at all times, please charge my Access/Visa/American Express/Diners card! My number is ....

Now send the completed form with payment or credit card number to *YS* Superstore, PO Box 320, London N21 2NB. Overseas readers must remember to add £2 to cover postage and packing.

●I'll be interested to see the new Level 9 game, currently called *Spook*, because despite the title it looks like being the first of its kind set in modern times, involving drug-running and other such charming criminal rackets. The current state of play is that it's being play-tested, bug-tested, looked-at, stomped-on and generally given a good going-over by Level 9's team of trusted testers. You play the part of the spook and have to find out who put you into that condition. Needless to say, being a ghost has its drawbacks, how on earth do you pick up objects? And how do you keep your Spirit Level up?

●I hope the new(ish) 16-bit machines don't take away all our Spectrum adventure writers, but it was sad to hear that one of the best of them will now only be writing for the ST. Boo-hoo! That's Jack Lockerby of River Software, who's decided that his next Speccy adventure will be his last. Perhaps his hundreds of fans can write and persuade him otherwise?

I nearly had a heart attack when, shortly after hearing Jack's news, I got a letter from Linda Wright of Marlin Games saying she too was in love with the ST and probably wouldn't be finishing off the half-written Speccy adventure she'd been working on. Thank goodness she changed her mind after a little heart-to-heart chat with Uncle Mike. (Actually I threatened to send the boys round.)

●So all is not lost, and I hope Speccy adventure freaks will continue to support those who continue to support the machine – people like Tom Frost and John Wilson, for example. Tom's just sent me a finished version of the first part of Tartan's new game, *The Gordello Incident*, and it's truly terrific.

John Wilson has announced that Zenobi Software will now be slowly expanding. (Well, John's been expanding for years, they tell me.) No more will it be limited to publishing John's own adventures, 'cos he's looking for a few top-quality games by other authors to add to the Zenobi catalogue. Rumour even has it that he's publishing an adventure written by someone with the strangely familiar name of Mike Gerrard. Surely not!? The adventure is apparently called *One of Our Wombats is Missing*, which sounds very unlikely to me. But if the rumours are true – you'll be sure to read it here first!

DIABO

Diablo! sees the arrival of a brand-new adventure-writing talent in Mark Cantrell, who's tried a couple of times before to get me to review his games, but without success. It shows that you shouldn't give up, as he's now produced an excellent game that really gets the best out of Gilsoft's *Professional Adventure Writing System*. It's got features I've not seen used before, like a FOLLOW command, and the ability to control four different characters, switching from one to another whenever you like.

The price of £7.95 might seem a little high for a home-grown game when we're more used to paying £1.99, but *Diablo!* comes in separate 48K and 128K versions, each in three parts and on two tapes, with a 14-page Player Guide and a 14-page Investigation Dossier. The author's taken a great deal of trouble over everything connected with the game, an object lesson to would-be adventure writers. If I've ever sent your adventure back without a review then buy *Diablo!* to see what you're up against.

The 128K version naturally has more features than Level 9 or Magnetic Scrolls games with a more complex SAY TO command and a more versatile FOLLOW command – see, I told you *PAW* could produce the goods in the right hands. I played the 48K version though, as that's the one most people will use, but at times I had to check I hadn't loaded the 128K one by mistake! It was like playing the 48K version of a Level 9 game, when you wonder how they cram it all into the space available.

So, what's it all about, Alfie? Well, a seemingly abandoned ship called the Discovery has just been found floating in space, having been lost to Earth for several months. The crew of one of the spacecraft which found the Discovery claims he saw the Devil on board, but he's now having special treatment and you're told not to worry about that – come on, you did realise it would be your job to visit the ship and find out just what's been going on, didn't you?

You are, to be precise, Captain Payne, and you head a four-man team that includes a Doctor Russel (the obligatory shapely female) and a mysterious civil servant called Lawson... not Nigel, surely, *Private Eye*'s own Blubba the Gut?

You see, there's something odd about Lawson. When you reach the Discovery



you look around at your team only to discover that he's already boarded! Maybe he slipped past you and you missed him, but with all this talk of the Devil on board you'd better take care.

The screen is well designed with a graphic square in the top left quarter and a picture of the character you're controlling on the other side. Not every location has a graphic, and some are merely repeated, like when you're in the various corridors, but they're quick to appear, well drawn and can also be switched off with the TEXT command. Talking of commands, there's an OOPS, RAMSAVE, FONT (choice of two) and RADIO, which is the equivalent of SAY TO if the character isn't in the same



location as you are. Very handy, these radios!

The ability to switch between four characters is great fun, and a natural attraction if you get stuck in one place – just type CONTROL ERSKINE, say, and find out where Erskine has wandered off to instead. The characters do need to co-operate in places, and an early example occurs if you want to go through the airlock to examine the outside of the ship. You have to depressurise the airlock in order to open the outside hatch, but the controls to do it are inside the ship, so one character wears the special space-suit and goes out while another remains at the controls. Mind you, what you find floating outside is rather unpleasant. It's the corpse of the first mate, which almost makes you throw up. Not recommended in a sealed space helmet.

It's a tricky business for both the player and the programmer having all these characters to think about, but it's very well handled and I only came across one unconvincing note, when I got Newson to open the ship's arms locker. He immediately distributed sten guns to all members of his team – even those who were somewhere else at the time! Damn clever of Newson, that was. There are a few mistakes, mostly spelling, like 'Lieutenant' being spelt as 'Leftenant' and 'renowned' spelt 'renouned'. Also a few text layout problems, which should have been tidied up. But these don't really detract from the pleasure of the game, which starts off reasonably easily but gets trickier as it goes, like good adventures should. Each part is restricted to just one deck of the ship, and is designed so that you have to solve all the problems on Deck One before you move to Deck Two. I think it's a teensy bit over-priced, but you do get three ram-jam-full parts for your money for £2.65 each, and it's one of those games that's a sheer delight to play.

Title	*Diablo*
Publisher	Mark Cantrell, 112 Upperwoodlands Road, Bradford, West Yorkshire BD8 9JE.
Price	£7.95

Graphics	■■■■■■■■□□
Text	■■■■■■■■□□
Value for Money	■■■■■■■□□□
Personal Rating	■■■■■■■■□□ 8

PAWS FOR TWO PAGES

UTILITY SPECIAL

There's been quite a lot of activity surrounding Gilsoft's brilliant *Professional Adventure Writing System* of late, including the release of the latest newly-improved version with extra features, some separate add-on programs, and one or two readers' comments. So, pausing only to try to think of a new *PAW* pun, and failing, let's get down to business...

STOP BUGGING ME

Jack Lockerby of River Software tells me that he recently tackled *PAW* author Tim Gilberts about a nasty bug that he found lurking in the system. "It only comes to light," Jack says, "when you are doing a 128K game and start to use pages one, two and three. At some stage, once you have used nearly all the available memory on page zero, things start to go a bit funny. For instance, you can't amend the connection table – if you try, you're unable to get back to the main menu and have to put the movements in the response table instead. Also, if you use the compressing routine, you find that some of your words in the vocabulary now have tokens instead of letters.



"When I first came across this problem I naturally thought that it was caused by something I had done, but when I bought a game called *Monster* from Haggisoft and loaded the database into *PAW* to have a look, I discovered that the author had experienced the same problems. His response table was filled with conditions that should have been dealt with by the connection table. Tim Gilberts said he knew about the bug but there was nothing that could be done about it retrospectively, but it has been corrected in the latest version of *PAW* so anyone having the same problems is advised to upgrade."

NEWS *PAWS* FOR OLD

I still think of *PAW* as a fairly recent program so I was amazed to look back at my original review of it and discover it was published in June 1987 – over two years ago! Well, as the songbird said: "Ain't it funny how time slips away?"

The latest release of *PAW* is version A17C, and so many changes have been made that versions A16 onwards all carry a 13-page supplement to the main set of instructions. What are the changes then?

First off, there's an extra letter on the main menu, Z, which allows you to load in your own overlays. These in their turn are referenced with a letter of the alphabet (A-Z in case you'd forgotten). So how many can you have? Who said "26?" Wrong, you irriot, you can have as many as you like, of course. You can have 307 overlays all referred to as 'A', just so long as you remember which is which and only want to load one of them in at a time.

Overlays have to be written in assembly language and can be up to about 5K in size, and Gilsoft has produced a document for those who speak assembly language setting out the function calls and database structure. Send sae if you're genuinely interested.

The parser's been tarted up to allow for multiple inputs to be given as commands to other characters. Not only can you type in GET THE SWORD, GO NORTH AND DROP YOUR TROUSERS, you can now also type SAY TO THE EDITOR, "GET THE SWORD, GO NORTH AND DROP YOUR TROUSERS."

When playing your adventures, as well as when writing them, you can now specify a filename to allow for saving at different stages. With older versions you could, of course, save your game as many times as you liked, but all saved data had a headerless block which meant that whatever was next on the tape would be loaded in. Now *PAW* will search for the specified file, so you can use a file name to remind you which stage of the game you're at, such as Chasm, Gotgold, Deadtroll and so on.

These are just a few of the enhancements to *PAW*, so if you think they'll enhance your own adventures it's well worth investing in the cheap upgrades. Registered users should send £2.99 for a tape upgrade, which can be transferred to your own disk system if you have one. Plus-3 owners can purchase one on disk at a cost of £2.99 if you return your original, £4.99 if you don't. The upgrade is free, however, if you buy Gilsoft's own PTM Overlays program for £7.95 at the same time (see separate review).

MARK'S MANIFESTO

In the true democratic spirit with which I hand this page over to readers from time to time – like maybe once a year and count yourself lucky, busters — here's Mark Cantrell, who recently wrote and published the pretty nifty adventure *Diablo!*, showing just how capable he was at using *PAW*. Mark says he was recently asked for advice on how to implement loading screens and EXTERNS on *PAW*, since it's a little confusing in the manual, so he thought *YS* readers might be interested in his words of wisdom. But instead of those he sent us this article...

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"For the newcomer to *PAW*, the section concerning loading screens and EXTERNS can seem unclear and confusing. By lumping the two together it makes them both seem far more complicated than they need be. In this article I intend to split the two sections up and hopefully make a better job of explaining them than the essay on page 63 of the Technical Guide does.

Installing A Loading Screen
To help explain how to install a loading screen (and load any data for EXTERNS), I'll use a listing of the loader from my last game, *Diablo!*, which is still available from me. (*Never mind the plugs, just get on with it! Mike*)

```
5 BORDER 0; PAPER 0; INK 0; POKE
23624, 0: CLEAR 26439; REM set
screen colours and RAMTOP
10 FOR N = 1 TO 10: BEEP .017, N:
NEXT N: PRINT INK 7; PAPER 1;
FLASH 1; AT 10, 5; "LOADING -
PLEASE WAIT": LOAD "" CODE: REM
load some EXTERN data
20 LOAD "" CODE: REM load some
EXTERN data
30 LOAD "" CODE 50000: CLS:
RANDOMIZE USR 56912: REM load any
display credits
40 PRINT AT 1, 0; LOAD "" CODE:
REM load more EXTERN data
50 PRINT AT 1, 0; LOAD "" CODE
50000: CLS: RANDOMIZE USR 50000:
REM load and display the loading screen
60 PRINT AT 0, 0;: LOAD "": REM load
the actual EXTERN file
```

If we examine this listing more closely, line five merely sets up the screen colours, the address 23624 is the system variable BORD_CL and sets the border and lower screen area to black ink and paper. RAMTOP in this example is set to 26493. This address will vary depending on the length of your EXTERNS and how much data they need. The maximum value for RAMTOP is 29856.

Line ten just tells the player that the game is loading then loads the first piece of data for the EXTERNS.

Lines 20 and 40 load in the rest of the EXTERN data.

Line 30 can be more or less ignored as far as this article is concerned.

Line 50 is the line which loads and then displays the loading screen. In this example the picture had been compressed and needed uncompressing to get it on screen. The line could easily have been 50 LOAD "" SCREEN.





Line 60 loads the Basic routine which then loads the interpreter file and contains the BASIC EXTERN lines.

Splitting the loader away from the EXTERNS may provide extra memory to play around with and will at least make it easier to handle. This last bit really deals with EXTERNS, which I'll elaborate on below.

To the length of your BASIC program (either the loader or the EXTERN file, depending on which is longer), a few 100 bytes should be added to accommodate any possible expansion and the variables area. RAMTOP should be set to this address and any extra m/code routines or data should be designed to fit in this area. These routines should occupy a total amount of memory which leaves 2K at least for *PAW*'s workspace below the interpreter file.

BASIC EXTERN Routines
Once the interpreter file has been loaded (file 0), it will have to be prepared for use with EXTERNS and be told where to print successive file names so that they won't obliterate the loading screen. No other files should be loaded *after* the interpreter file other than the datafile, which will be loaded by the interpreter, as the different file name will prevent the interpreter from loading the game datafile.

If you've split the EXTERNS from the loader then the following lines will cause the EXTERN file to load, prepare and run the interpreter.

```
5 LET extvec = 34688: PRINT AT 0,0;:
LOAD "" CODE: REM load the
interpreter file
10 POKE extvec, 195: POKE (extvec +
12), 0: REM allow the use of BASIC
EXTERNS and tell PAW where to display
filenames
20 RANDOMIZE USR (extvec + 9):
REM run the interpreter file
```

Line five sets a variable, extvec, which is displayed on the title page of each copy of *PAW*. On other versions this number may vary. It then loads the interpreter.

Line ten POKEs extvec with 195 to tell *PAW* that EXTERNS can be used. Subsequent use of EXTERN x in *PAW* will call BASIC. Extvec + 12 tells *PAW* where to print filenames while the game loads.

Line 20 calls the interpreter which loads the datafile and runs the adventure once loading is complete.

Now for the EXTERN routines themselves, which start at line 100 and end at line 355. If need be these lines can consist of a GO TO statement to call the BASIC routine. The parameter used by *PAW*'s EXTERN CondAct determines which line will be called, so calling line 109 would be line 100 + EXTERN 9 = the routine at line 109. An EXTERN routine must always end with a STOP statement to allow your routine to return to *PAW*'s system, otherwise a crash may result. Another listing may help illustrate this.

```
100 RANDOMIZE USR 28631: STOP:
REM display a title graphic
110 RANDOMIZE USR 26526: STOP
115 RANDOMISE USR 26495: STOP:
REM these lines form part of an OOPS
command
125 STOP: REM a catch-all STOP in case
one is accidentally omitted in a more
complex EXTERN
```



Line 100 (EXTERN 0) displays a title graphic on the start-up page of the game, showing the game's name in the top third of the screen. The STOP statement refers to the *PAW* system.

Lines 100 and 115 call an OOPS command installed as a machine code routine by an earlier loader and, again, are both terminated by STOP to return control to *PAW*.

Line 125 would return to *PAW* and prevent a complete crash if a more complex EXTERN had had a STOP statement left out.

Finally you should remember that CLS cannot be used by an EXTERN routine either in BASIC or machine code. Instead, a call to extvec + 3 will clear the screen if the EXTERN routine actually needs to clear the screen. Also, don't forget to leave 2K for *PAW*'s workspace between *PAW* and your last external piece of data. If you wish to access the flags within an EXTERN then they begin at address 34144 (for VAO4C), though this may differ from one version to the next. The flag required is accessed by PEEKing or POKEing an offset of that address, so that the current location would be PEEK (34144 + 38).

To find the address of the flags, save out a dummy adventure from within *PAW* with a line in Process two to call EXTERN 0. Then each move made will print the flag address. The EXTERN routine called is a BASIC line which calls a short machine code routine to print the contents of IX on screen. For example:

```
PAW: Process 2 ** EXTERN 0
NEWLINE
BASIC: 100 PRINT USR 26500: STOP:
REM assuming RAMTOP as used in the
loader
MACHINE CODE: ORG 26500
PUSH IX
POP BC
RET
```

If you look at the essay in *PAW*'s Technical Guide then you may be wondering why I have not mentioned direct machine code EXTERNS. The reason is simply that I don't think it wise to try to explain how to do something I haven't already tried! I'll leave that for someone else to do. But I do hope this short article helps explain more clearly how to go about implementing EXTERNS and fitting loading screens to *PAW*'s adventures."

For any queries on the above, contact Mark Cantrell, 112 Upperwoodlands Road, Bradford, West Yorkshire BD8 9JE. If you enclose an sae Mark will be happy to answer them – and no doubt send you an order form for *Diablo!* at the same time.

EXTRA PAW

Quill users will know the name of Kelsoft, a small company which released several handy programs that enhanced Gilsoft's utility considerably. Well, it's done the same for PAW, only this time Gilsoft is publishing them. The suite of three programs has what you have to agree is the very snappy title of *PAW-Phosis/Tel/Mega.* Really slips off the tongue, doesn't it?

The programs can only be used with *PAW* version A14 or later, but if you lash out £7.95 for the tape you'll get a free upgrade anyway. Versions A14 onwards have a new option on the main menu for user overlays. Press the Z key and you're asked "Which overlay (A-Z)?" Just type in the appropriate number and load in the overlay, in this case P for Phosis, T for Tel, M for Mega or L for Leather – no, that last one was a joke. Did you spot it, munchkins? Also on the tape is a DISKSAVE program, which allows you to save the overlays to disk systems, including Opus, Disciple or Microdrive.

Right, so you've loaded up *PAW,* pressed Z, pressed P for Phosis, set the tape running... and what happens now? The Phosis overlay gives you a new sub-menu of eight options, including the chance to go back to the main *PAW* menu, but if you do that and then want to use the overlay again you'll have to load it again, I'm afraid. This sub-menu is indexed numerically, but once you get down to the sub-sub-menus (!) it reverts to the familiar *PAW* lettering and layout.

The Phosis overlay allows you greater flexibility when editing the entries in the process tables. Groups of entries can now be examined, deleted, copied or transferred. You can save, load and verify individual process tables rather than the entire database, allowing for the transfer of specific process tables between adventures. You can also easily change the word value of a noun from under 50 to over 50 without having to retype all the individual entries.

Phosi takes *PAW* a step closer to the adventure development systems used in software houses. Save your best process tables and use them again, just changing some of the data.

The second overlay, Tel, allows you to analyse and debug a database much more easily. It works somewhat like a word processor does, with a Hunt and Search facility to enable you to look, say, for every occurence of a certain sequence of CondActs, or for all the CondActs that refer to certain messages or specified objects. You can also list certain specified entries, like those for a particular flag number, which obviously enables you to check where problems might be happening or make certain you change every occurrence of a particular setting. Tel also gives you a visual map display showing your location connection details. Good old Tel. Well done, my son.



The Mega overlay offers nothing new it combines the existing *PAW* overlays four and five into one, so allowing 48K users access to the text and process editing menus at the same time. It does this by compacting code and removing a few minor options. It basically gives you your main *PAW* menu, though you're warned that choosing certain of the options will destroy the Mega overlay and you'll have to reload it if you want to use it again – no great pain. It's more limited than the two new overlays then, but still useful to have around.

This reasonably priced add on should be enormously useful to all serious *PAW* users, and save hours of time when debugging and amending adventures. Definitely recommended. Available from Gilsoft International Limited, 2 Park Crescent, Barry, South Glamorgan, Wales CF6 8HD.

JEKYLL AND HYDE SLASH OFFER!

Yup, we've got a one-and-only special offer on a very soopadoopa game, as a thanks to you ever-so-tasteful *YS* readers. What, tasteful? You lot? But of course! At the recent Adventurers Club awards ceremony in London, the prize for Mail-Order Adventure Of The Year went to *Jekyll And Hyde* from the Essential Myth. As the programmers themselves couldn't be there to accept the award from the Grand Elf himself, Tony Bridge, they asked me to do the honours on their behalf, and Tony read out a letter from the Myth mob in which they thanked me and the *YS* readers for their loyal support.

"Right," I said, when I forwarded the award to the Myth's Lee Hodgson, "put your money where your mouth is and give us a special discount on the game." Well blow me down with a turnip, the fool agreed, and as a result you can now buy the three-part *Jekyll And Hyde* for half the recommended price. As I think this is the only mail-order ever to be made into a Mega game, it's an offer no-one should refuse. Over 600 ACL members voted in these awards, so it's great to see that so many of them agreed with my verdict that *Jekyll And Hyde* was undoubtedly the best mail-order game of last year – possible the best ever.

So snip out the coupon now, you bargain-hunters! And if you've already bought the game, well, buy another! After all, the more you buy the more you save. And keep those eyeballs peeled. There'll be loads more special offers comin' at ya . . . SOON.

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New Zealand eh? Land of sheep, Maoris, big rugby players, Dame Kiri Tekanawa and . . . um . . . Kiwi Shoe Polish. You wouldn't think a lot goes on there really. But if Ocean's latest game, *New Zealand Story*, is anything to go by, that twin set of islands next to Australia must be well wacky. We sent *Jackie Ryan* 'down under' to investigate.

G'day cobbers. Smack! Smack! Splat! Pah! These pesky flies. Well, here I am down amongst the antipodeans, covered in Factor 10 (it's a tad hot down here y'see), with not a Kylie or Jason in sight. Why? 'Cos sunny New Zealand is where it's at in the newie from Ocean and I've been sent on an all expenses paid trip to do some research on its latest game, *New Zealand Story*. (*No you've not! Tell the truth or you're fired! Ed*) Er . . . well . . . actually . . . I'm up in Manchester, checking out the game with programmers Choice Software. But it is sunny. I have got my Factor 10 on and there are a few flies buzzing around in the vicinity . . . (*Get on with it! Ed*).

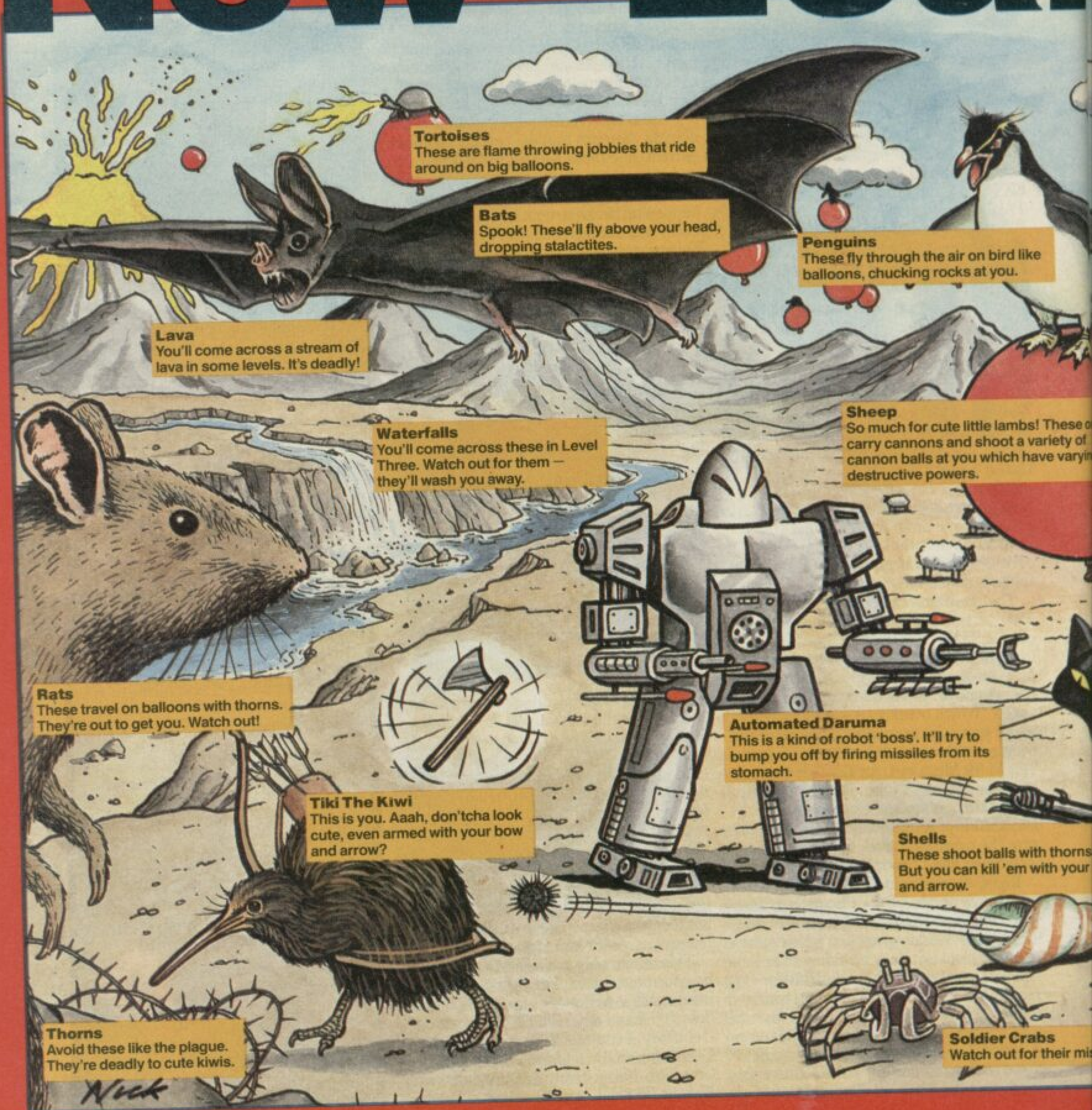
New Zealand Story is one of the most bizarre games I think I've ever come across. It's based on a Taito coin-op of the same name and begins in a nature reserve on North Island, where a tribe of peaceful kiwis are having a bit of trouble with a huge marauding leopard seal.

For some reason or other the seal has taken quite a fancy to the kiwis, and decided to go and kidnap them all. Luckily though, just as the blubbery beast was shoving the cute kiwis into his sack, one of them managed to escape. Can you giss who it is yit!? Yep, that's right, it's you.

Being the kind of kiwi that you are, you decide not to take this kidnapping episode lying down. Or indeed, standing up. In fact you're not going to take it at all, so off you trot (if that's what kiwis do) in an attempt to rescue all your chums and destroy the blubberwort who stole them away.

But it's not going to be that easy. The loathsome leopard seal has teamed up with some aquatic pals of his and hidden your chums all over the shop. You'll have to fight your way through sun, sea and sand to reach them, killing off hundreds of truly wacky New Zealand nasties on the way. Well have you ever

New Zea



seen a pig flying around on a cloud shooting arrows!? Or a wooly lamb humping a huge cannon around, looking for kiwis as fodder. Yes? Oh.

There are five platformy levels to work through, each one controlled by a big, bad, aquatic 'boss' character. You'll start off armed only with a bow and arrow. But as you go through each level, extra weapons, like bombs, lasers and magic wands, will appear each time you kill certain characters. You'll also find power-up items, such as turbojets, lying around, as well as other useful goodies such as stop watches, which'll stop all your enemies moving for a while and a rather ominous sounding Book Of Death, which'll let you destroy all the enemies on screen.

At certain points, you'll find your way blocked by water and lava falls, gates, thorns and bubbles. (Told you it was weird!) The waterfalls will wash you away, but the lava falls are a little more dangerous and will kill you outright. Yikes! As for the thorns and bubbles, well the thorns will cause you to kick the bucket, and the bubbles (which appear when you go snorkeling under water - yup, you get everywhere in this game) will prevent you from making very quick progress. Oooh, and I mustn't forget the balloons. You'll find these very handy in certain situations. Just hold onto one and you can float out of trouble. Mind you watch out for the other nasties floating around on balloons too.

Play through each level, rescuing your cute fluffy chums as you go, until you reach the big 'boss' of each domain. The first one you'll meet is an enormous Ice Whale, then a Rock Octopus, Automated Daruma (a kind of robot character), a Ship and finally the big, bad Leopard Seal himself.

As you can gather, *New Zealand Story* is going to be a very full game, so not surprisingly enough it's monochrome. There's lots of nice touches though. You have to complete each level within a certain time limit, and a turtle runs across the screen with a 'Hurry Up' sign to tell you when you're running out of time. If you run out of time completely, a little Time Up devil will chase you across the screen and finish you off. It's a wild, weird and wacky game. Totally screwy in fact. Look out for it soon.

FAX BOX	
Game	*New Zealand Story*
Programmers	Choice Software
Publisher	Ocean
Price	£8.99 cass/£14.99 disk

land Story



Clouds
These cottonwooly things will bounce you around, back and forth. Boing!

Flying Pigs
Yes, pigs can fly. These ones ride on balloons, trying to shoot you with their bows and arrows.

Leopard Seal
The mega nasty. The bringer of all your bad fortune. He hangs from balloons and fires at you with his cannons. His body is invincible. How can you kill him? Work it out for yourselves.

Ship
A weird one this. The whole of Level Four is the 'boss' character, and extremely hard to beat.

Balloons
Not as innocent as they seem. Burst them and loadsa deadly nasties or stars will come out in all directions.

Boomerang Man
He jumps from floor to floor, chucking his deadly boomerang as he goes.

Ice Whale
He's the 'boss' character of Level One. Covered in ice to protect him, he'll shoot snow crystals in order to bump you off.

Kitty Robots
These travel on metal balloons and do an axe throwing act. Yikes!

Rock Octopus
This 'boss' character of the second level will drive you batty. He's real slimy, all arms and legs, and sneezes bats out of his nose to attack you. Disgusting.

Cannon Frogs
These jump from floor to floor shooting cannons in five directions.



MEGA PREVIEW YS

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YS COMPO!

Pinball, what a rum old game it is, eh? No matter how skilled you are at it or how hard you try, if that silver ball comes right down the centre of the table, then there isn't a sausage's chance in your fridge that you're gonna get it! And yet there are so many 'Pinball Wizards' out there who certainly get their 20 pee's worth, wibbling about and pelvic thrusting against the machine — like that bloke on telly who plays that funky cashpoint machine. How do they do it? Well, here's your chance to find out!

IS IT TRUE? CAN WE REALLY WIN SUCH FAB GOODIES!!?

Yep, it's true! *YS* in conjunction with those jolly decent fellows at Activision are only giving you the chance to win a pair of flippers! *(Lumme! What will I do with two dolphins?! Readers Voice) (No, not those types of flippers! Pinball flippers! Ed)* And we're throwing in a complete full size pin table to boot! It's enough to make our very own Davey sick! His pin table is on it's last legs! *(Hem, hem! In fact it hasn't got any legs! Davey)* This has to be one of the best compo prizes ever and runner uppers won't feel too sad either 'cos they'll end up with the next best thing to the real McCoy — a copy of Activision's *Timescanners* — the skill new pinball-on-the-Speccy game!

OKAY! OKAY! SO THE PRIZES ARE RAD! — BUT WHAT DO WE HAVE TO DO!!?

Hold your horses, by Jingo! You know that... well... crap film from Ken Russell — *Tommy*?



Well, written below are the lyrics for the ditty *Pinball Wizard* which featured in that self-same fable of disabled pinball geniuses. But oh oh! One of our naughty art people has been having a jolly jape! They've gone and changed some of the words!!...

Ever since I was a small sprog,
I've played the golden ball.
From Soho down to Scunthorpe,
I must have played them once.
I've rarely seen nothin' like it
In any British Legion Social Club,
As that audio-visually handicapped young person
Sure plays a mean football!

Righty-ho! What we want you to do is to study the above lyrics very closely. Borrowing a copy of *Tommy* by The Who might help. *(Who? Ed)* (You might ask a grown up to help you with this bit, preferably an old hippy!) Then simply write down, on the coupon below, the number of incorrect words, stick it to one of Roger Daltrey's trout, or a post card, and send it to Nudge, Nudge, Tilt, Tilt, I've Got The High Score On A High Street Bank Cash Dispenser Compo, *Your Sinclair*, PO Box 1509, Enfield Middlesex, EN1 1LQ.

RULES

- **Any employees of Dennis or Activision trying to enter this compo will be 'pinned to a table!' Streuth!!**
- **Don't push your luck, it'll only 'tilt!' The Ed's decision is final.**
- **No chance of getting a high score with entries received after July 31st, 'cos they'll only be 'flipped' into the nearest waste paper basket!**

Well, tilt me sideways and call me Elton! I've spotted all the errors in the above lyric and there are .... incorrect words!

Name ....

Address ....

....

.... **Zip Code** ....

FORGOTTEN WORLDS



Ah, here we are. One four way mega blaster, my good woman. Keep the change.

US Gold/£8.99 cass/£12.99 disk

Matt I must admit, I wasn't too sure about this one. As I remembered it the Capcom original was simply too fast, too frantic and too flash to make much sense on the Speccy.

I'm still humming and ha-ing about it. Don't get me wrong, it's a very good game by any standard, you can clearly see the effort that's been put in here. It's all very colourful (mainly red), well paced and atmospheric, with lovely smooth scrolling. We're looking at top notch Speccy programming, all right.

However, two things worry me, the first being the control mechanism (see handy dandy box), the second being the way your lives are connected to a slowly falling energy level — a system I feel works far better in the arcade. Each hit you take saps only a tiny portion of your energy, of which you have quite a lot, so the immediate fear of dying is taken away. When your energy does eventually run out it comes as a surprise and you're left saying 'What hit me?' It's uncomfortably close to the pointlessness of playing a game with an infinite lives cheat mode.

Otherwise the game is fab, one of the very best shoot 'em ups, if not quite up to the standard of the marvellous *R-Type*. There you are, flying along with your jet pack and a big gun, shooting everything that comes your way. All fine and dandy, set as it is against an intricate backdrop of crumbling post-apocalyptic skyscrapers, with the occasional smattering of tubing, spinning cog wheels and other industrial stuff thrown in. In fact, not unlike a recurring nightmare I used to have when I was about five years old (but that's another story).

Touch the cogs or the moving walls and your energy level drops frighteningly, but not half as badly as it does if you plough into the waves of aliens that come right at you. These start as little space ships that come in predictable attack patterns and are easily lined up and disposed of, but soon get far larger, more varied and trickier.

As normal with these things you start off rather under-armed, but soon fix this by visiting one of the handy weapons shops that pop out of the ground below you. Here you can spend the little blue tokens you've hopefully collected from dead aliens on things like four way lasers, first aid and the like. One of the best is a ball thing that floats in front of you, protecting you from aliens and firing in all directions.

This is particularly useful for taking out the most bizarre of the alien waves, a nightmarish dance of what looks like a giant geometry set. Sit in the middle of the circle that these dancing set squares, compasses and protractors form and you'll be able to do a fair ámount of damage without too much risk to yourself.

Finally you get a large end-of-level alien, which from my experience didn't tend to do much, but was very hard to kill. There are four of these ('cos there are four levels, see) and from playing the arcade I should think the Smoke Dragon is the meanest, though on the Speccy who can tell?

Playing *Forgotten Worlds* is a bit of a strange experience in that for much of the time you feel like a pinball on a giant table, wacked out of control by aliens, bounced around by the giant cogs (they suck you in and bash you about a bit) and your own ineptitude with the control mechanism. It's a bit of a different experience from most Spectrum shoot 'em ups, much more arcady in feel, and despite my few quibbles easily ranks amongst the best blasting games.

Those Crazy Controls

Help! Ugly monsters are attacking from the ground, green aliens armed with big rockets are zooming in and it's all becoming rather complicated. Time to move, I think — Yikes! What's this? I seem to be twiddling around all over the place, my gun pointing in every direction and... Crash! I've smashed into a whole row of aliens. I'm in deep trouble!

Why's this happened, then? Basically, *Forgotten Worlds* is 'blessed' with the most unusual control system I've seen in ages. You can move up and down, backward and forward perfectly happily while staying in one business-like firing pose. However, try moving while keeping the fire button depressed and you get all sorts of problems — your gun will swing wildly around your body (either clockwise or anti-clockwise) and only stop when you remember to stop firing.

Blimey! In practice this means your weapon is always facing the wrong way and you keep crashing into the aliens, at least at first. Getting the aiming sussed out is where most of the skill comes in, and once you've got the knack it can be quite challenging, but to start with you just feel frustratingly out of control.



The end-of-level nasty looks fat, takes lots of killing.

final verdict

LIFE EXPECTANCY 79°	GRAPHICS 92°
INSTANT APPEAL 85°	ADDICTIVNESS 76°

Diagnosis

Fast moving and complex shoot 'em up, slightly marred by difficult controls and a lack of real tension.

85°

Titus/ £8.99 cass



Davey **This is the stuff of which the great American road movies are made! Driving coast to coast across the good ol' US of A, pedal to the metal, you hurtle down that two lane black top! But this ain't no pleasure ride! You're out to break a stolen car racket run by none other than some corrupt coppers!**

To aid you in this task, you get to drive a nifty Ferrari F-40, equipped with the latest fuzz-bustin' radar! The only trouble is that you won't just encounter the bent bears (That's 'rotten rozzers' to you Limeys!) but also the honest injun' straight smokies too! Blimey O'Limey!

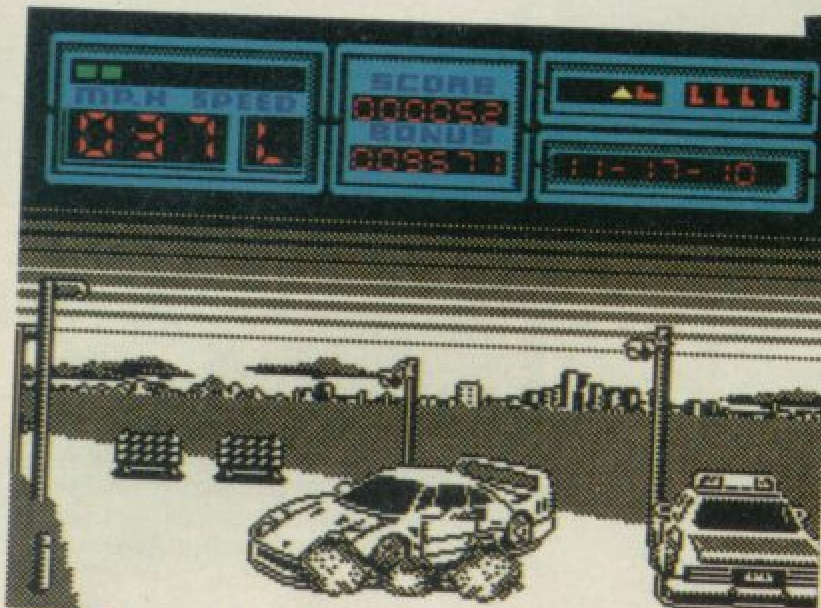
The game comes with an actual map of the real life relevant Interstate Freeways and from this you can plan your own route! But remember, the quickest highways will probably have county-mounties thicker than bugs on a wind shield! Your task then is to cross four states, avoiding the pilfering plods who are intent on running you off the road, as well as steering clear of the bona fide bill and their road blocks who are all out to arrest you!

"Alright, alright, already!" I hear you cry. "The scenario sounds great but when you reviewed the first *Crazy Cars* game, you lot said it was a duffer!" Well, yes, Sean did give it five out of ten and said that the game offered nothing new to the genre! Did French publishers, Titus, take any notice of le Spoon King?

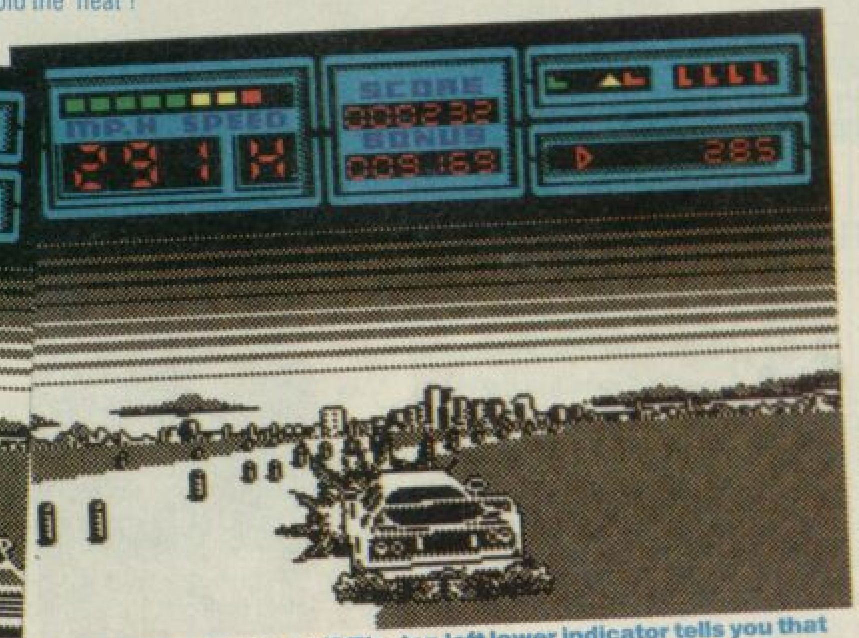
Mais oui! 'Cos it's kept the gameplay features that Sean praised, but at the same time made the game much more interesting by the addition of more roadside detail. You can even leave the road on a time limit, and drive across the fields! Handy for avoiding road blocks! You can also actually plan your route – even making last minute detours on minor roads to avoid the 'heat'!

One gripe is that it does seem very easy to get killed in this game, but I suppose when you're travelling at 327 mph this is an occupational hazard! Fortunately, the game is limited by time and being arrested (!) rather than a number of lives, so you can still complete the course even having blown up about ten Ferraris en route!

The graphics are good, and though the car and road are monochrome, the sprites and roadside detail are nice and big. The game scrolls really smoothly, there're curves and up/down slopes and the overall action is fast and furious. The sound too, especially in 128K, is great – with the wailing American police sirens rising and falling in volume as you pass them, the car noise, and (... Look out for that lampost!!...) the inevitable explosion sound! All in all a great arcade-type rolling road romp which reproduces well the excitement of road movies in which one looney in a car takes on a zillion cops in a mad cap chase! I thought it was great!



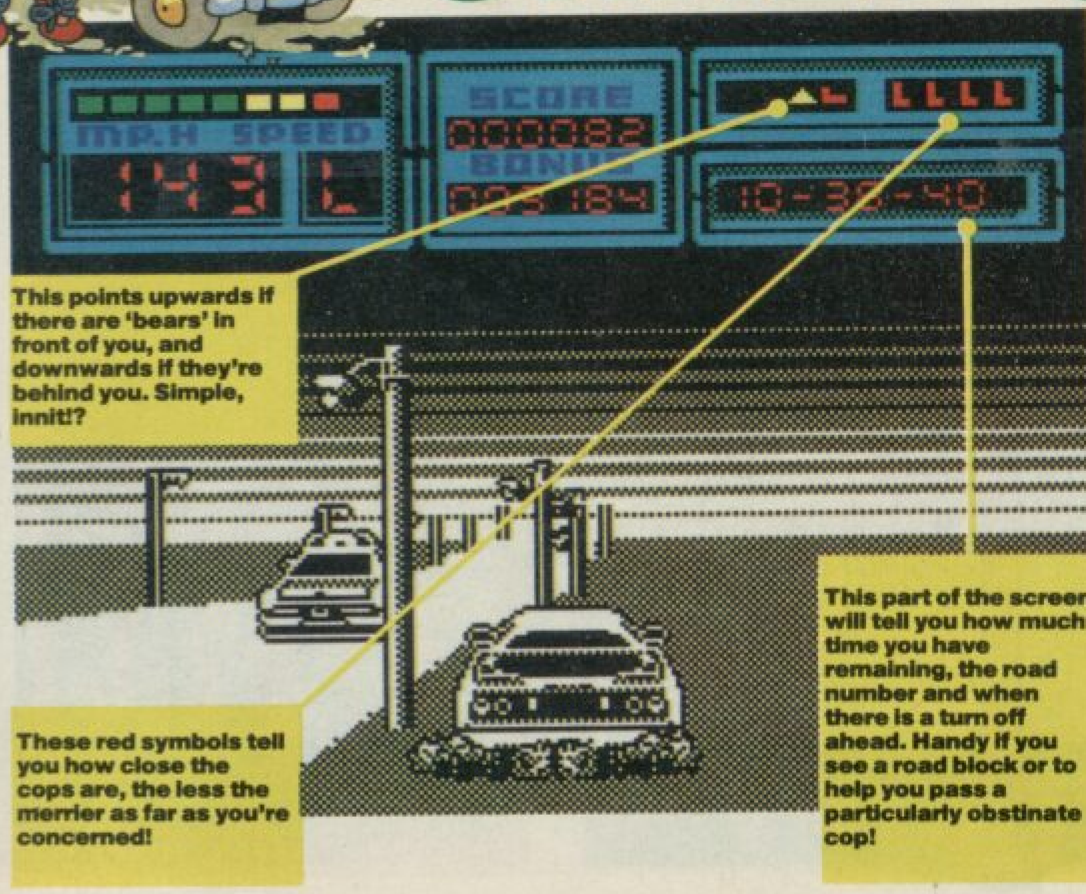
Rumbled, by Jingo! Looks like I'm about to have my collar felt here, after losing control of my wheels! Turning and breaking in low gear induces an impressive 360° spin!



Here comes your turn off! The top left lower indicator tells you that the turning is on the right. (A trifle obvious at this point!) Be very careful turning off! If you crash the computer may reset you on the main highway beyond your turning!!



CRAZY CARS II



final

LIFE EXPECTANCY	GRAPHICS
75°	88°
INSTANT APPEAL	**ADDICTIVNESS**
90°	85°

Diagnosis

One great rip-roaring cops and robbers type outrageously fast driving game, with scrummy sound on the 128K version.

84° verdict



Firebird/£9.99 cass/£14.99 disk



Sean It seems as though pool and snooker games have been hitting the Speccy market thick and fast over the past few years. You know the kind. View from above, hit the ball in the direction of the marker style. But this new one from Firebird is a whole new ball game. It has a much more realistic 'round-the-table' 3D style, with a totally different kind of control system. And it's great.

The rules of pool should be familiar to most of you, but for those who think that green baize is something to do with Kermit's bum, then here are the basic rules. The primary aim is to pot all your balls (either 'spots' or 'stripes', depending upon who pots a ball first), and the black, first. This may sound straightforward, but as with most ball simulations, tactics and gameplay count for lots more than just charging in at full speed.

With *3D Pool*, the aim is to progress through a knockout tournament of three preliminary rounds to finally meet the current UK and European Champion, 'Maltese' Joe Barbara. The computer players are all formidable opponents, but although they were supposed to have different playing techniques, they all seemed fairly similar to me.

The 3D effect of the game is created by using two colours with different shading patterns. (If you don't like the particular colour combinations, changing the combination is straightforward — just one of the many 'editable' features which add to the games versatility.) The control system is a little difficult to get used to, but once mastered, executing a shot couldn't be simpler. There is a representation of the cue ball in the top centre of the screen, with a tiny black dot indicating where it will be hit. This will influence which direction the cue ball will bounce off the ball it hits. So if you strike it at the bottom, it will 'screw' backwards after being hit. Similarly, if you strike the cue ball slightly on the right hand side, it will ricochet towards the right after contact. Understand? Good. The strength of the hit is displayed in a meter to the right of the cue ball. And though there is no cue as such (which makes the game a little confusing at first) the cue ball is always hit towards the top centre of the screen, where the marking cue ball is.

To estimate the shot you want, you have to move round the table to check it's lined up correctly. This is dead easy, as you can move round the table in both directions, and also move up and down, to view the table from practically any angle. The speed of the picture regeneration as you move round is pretty impressive, and adds greatly to the game's addictiveness. The 3D presentation certainly makes this an excellent game to play, and probably the most accurate simulation of pool we are ever likely to see on the Speccy.

Perhaps because there is so much involved in this simulation, the computer controlled players do take a good while to think about playing even the most straightforward of shots. Waiting while the computer 'hmmmms' about shooting is the most boring aspect of the game. This aside though, the frames don't take long to finish, as once you've grasped the control method, potting the balls is extremely straightforward. But I reckon that once the novelty of the sophisticated presentation has worn off, boredom could set in very fast. Possibly with this in mind, a selection of trick shots and a 'trick shot editor' have been included, which do add to the game, but only as a temporary diversion.

All in all, if you are a fan of pool or snooker, then you won't be disappointed by adding this game to your collection. But I suspect that it's appeal to other games players will be limited.

final

LIFE EXPECTANCY	GRAPHICS
70°	88°
INSTANT APPEAL	**ADDICTIVNESS**
85°	73°

Diagnosis

Impressive simulation, which might lose appeal over time.

81° verdict

CCS/£12.95 cass



Richard... Waterloo is... a) A large railway station serving the south and south west? b)The title of Abba's Eurovision Song Contest winner and their first big hit? c) A small village in Belgium where Wellington defeated Napoleon for the last time and put an end to his imperial ambitions?

If you answered c), then you got it half right — 'cos as you will discover from the historical notes of CCS's latest wargame, the British view of history suffers from being somewhat Anglocentric. Wellington had more than a little help in beating the wily Corsican from the Dutch and the Prussians, plus assorted other allies. In fact, the Germans believe that Blucher won the battle of Waterloo.

Anyway, CCS's *Wellington At Waterloo* gives you the chance to play Wellington (or Blucher, if you're that way inclined) and have a bash at fighting Napoleon yourself. The computer is Napoleon, so you have your work cut out for you.

Ken Wright has written a number of games for CCS now, and, almost without exception, they have been fine quality products. *Waterloo* is no different — in fact, it is so similar in construction to some of his other games for CCS that it seems that he must have written a basic battle authoring system, to which he has added different historical details to make new battles. Nothing wrong with that — it's how most games writers work, if they plan on writing more than one program.

For those who haven't played one of Ken's efforts before, here's a brief run down. The screen shows you part of a map of the terrain around the village of Waterloo. You can scroll the screen around a total area which is roughly four screens

System 3/£9.99 cass/£14.99 disk



Sean We've given you a Megapreview!! We've given you a playable demo!! In fact, we've given you everything except a review. So here it is!!! We're too good to you, we really are.

A monster is heading Earthward with the intent of absorbing all life forms in a bid to become the most sophisticated being in the universe. And why not, I say? I mean, it gets a bit lonely being so wonderful, it would be nice to have another sophisticated life form to chat with, I can tell you. But anyway, enough of my whinings and on with the scenario. The monster is close to achieving it's ultimate aim, and only one thing stands between it and victory. Guess who. Yup – you.

All you have to do is climb into your ship, conveniently situated just inside the monster, and blast through four tortuously long levels of innards. You chunder your way through guts and ghoulies before coming face to brain with the alien's grey matter and blasting it into the equivalent of an EEC alien brain mountain.

You begin on Level One, a vertical scroller, where you have to progress upwards along a passage whilst all manner of nasties, resembling hearts and . . . er . . . other things, launch themselves in vicious waves at you. The passage grows gradually narrower, with ribs and chunks of what look like undigested cat food lining the wall. These will kill you instantly should you be unfortunate enough to come into contact with them. So steer clear! And don't forget the huge pulsating end of level nasty which you must blast to pieces before progressing onto the next level. Which is . . .

Level Two!! You all know what this looks like 'cos *YS* had a playable demo of it on the front of

DOMIN

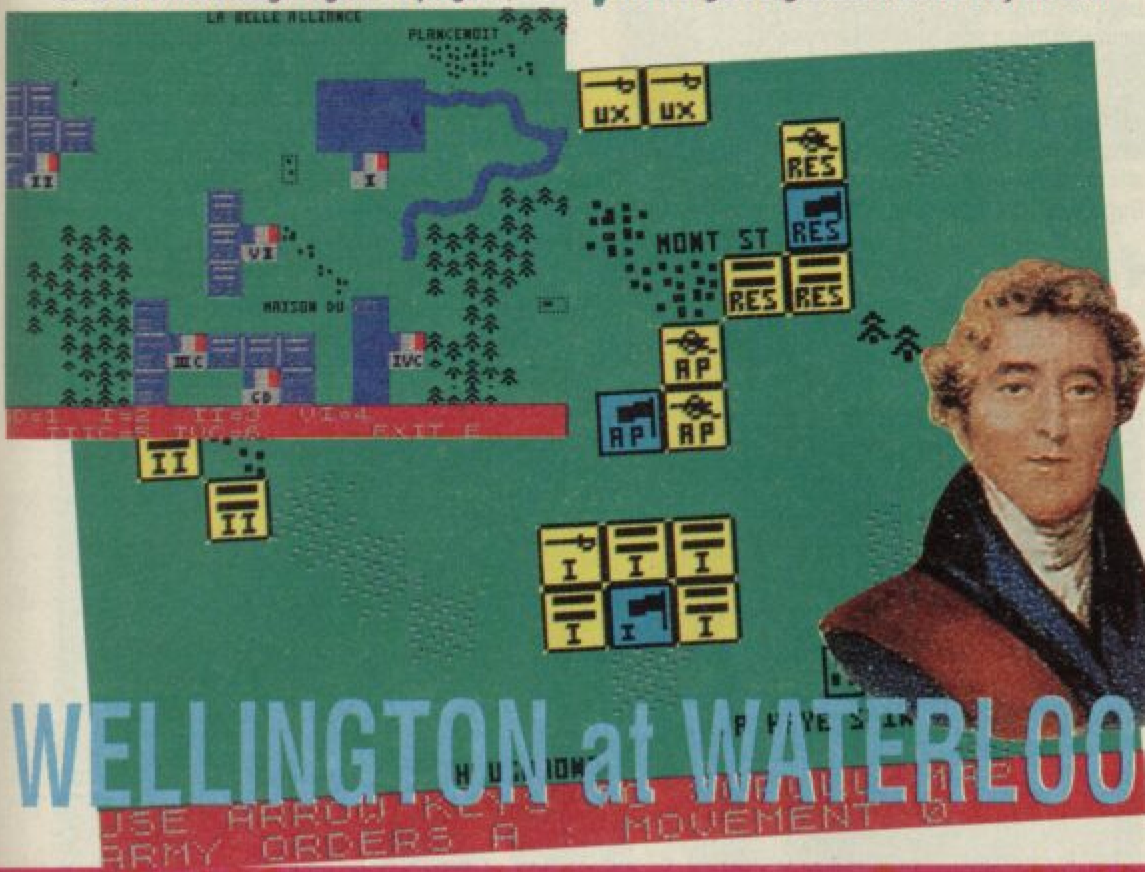
wide by three deep. On this map are arrayed the French and Allied armies (except the Prussians, who turn up later). Each unit is represented by a square 'counter', with a national marking on it and an indication of which division it belongs to and whether it is infantry, cavalry or artillery.

To move, you use the menu to access a particular division. Then you move the cursor to where you want each of the units of that division to go and they should follow. I say should, because sometimes they have a habit of taking odd routes to get where you've told them to go, hence taking a bit longer than you might have planned for. This could be either a rough edge in the program, or a deliberate attempt to simulate the 'fog of war' and Murphy's law.

Each unit has a certain number of men in it, and a certain morale level. The more men and the better the morale, the better it will fight. Allow a unit to lose too many troops in fighting, or to become demoralised, and you run the risk of it routing from the field of battle.

Unfortunately, Ken Wright doesn't make it easy for you 'cos he's included hidden movement in the game. After the initial view of the battlefield, all the French units which are more than a certain distance away from one of your units disappear. You can get a vague idea of where they are from the location of their headquarters' flags, but you really don't know how many units they have or where exactly they are on the map. Neat — and vicious.

As usual, I lost the first game I played. Overconfident as ever, I basically charged the French army head on. I was enjoying my little successes, right up until the point the computer (rather smugly, I thought) told me I had lost. Oh well, it wasn't the end of the war — I just loaded up again. And took a little longer to lose. Eventually, I'm going to beat this damn Corsican computer.



WELLINGTON at WATERLOO

final

LIFE EXPECTANCY 81°
GRAPHICS 85°
74°
83°

Diagnosis

An excellent game, and one which should keep the wargames fans interested for some time. A bit difficult for the uninitiated to pick up — but well worth plugging away at.

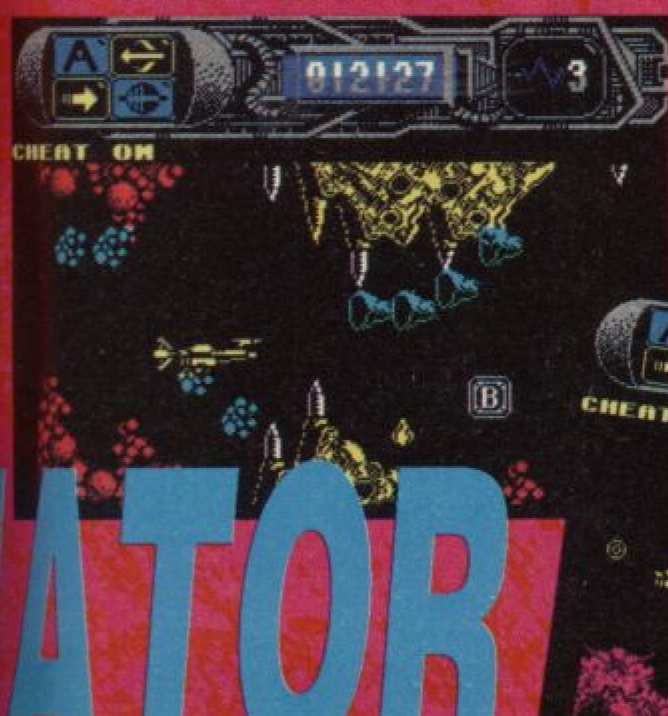
80° verdict

the last issue. It's a horizontal scroller with even more horrible, gribbly things growing out of the walls trying to block your path. This time, mounds of mouldy flesh with eyeballs and gobs block your way, while even more things are attacking you. As you may guess, negotiating your way through is incredibly difficult, as the passages are extremely thin and demand absolute precision for you to progress. Add to this the attacking enemies, giant bees and whatever else, and you are in serious trouble. Levels Three and Four are more of the same, but with bigger, better and more numerous beasties to defeat. Fortunately, as with most games of this nature, there is a chance to 'tool up' by collecting the various 'power up' icons, which will give you such firepower as lasers, smart bombs and auto fire.

The graphics in *Dominator* are, it must be said, brilliant. The massive variety and animation of backgrounds and attack waves is amazing, and the nightmarish atmosphere created by all this is perfectly suited to the game. The scrolling is also spot on, as is the design and motion of your ship.

Unfortunately, your ship is not very versatile. It's size and lack of manoeuvrability mean that the grim reaper is forever lurking just behind you, waiting for the simplest mistake. Also when you die, it takes a long time to restart the game, about five or six seconds, which might not sound a lot, but when you are keyed up to play, seems like ages. And guess where it sends you when you die? Yup back to the *start* of the level. Aaaarrrggghh!! There's nothing worse than getting near to the end of a level only to find yourself beginning again, especially as it takes so long to get anywhere in *Dominator*, due to the slowest progression rate I can ever remember on the Speccy.

Not the worst shoot 'em up ever, but by no means the best, that's for sure.



What I want to know is, if these are an alien's innards, how come they appear to be stars in the sky? Bit of a dodgy scenario, eh lads?



Innards. The final frontier. To boldly go where no one has been before. Up the left ventricle, down through the back passage . . . (*That's enough of that, Ed*)

NATOR

final

LIFE EXPECTANCY 70°
GRAPHICS 80°
INSTANT APPEAL 73°
ADDICTIVNESS 65°

Diagnosis

Brilliant graphics, but a bog-standard shoot em up

74° verdict

Origin (Micropose)/£9.95 cass/ £14.95 disk



Matt They don't get much bigger than this (fnar). Or harder (phwooargh). But enough of this innuendo, 'cos this is perhaps one of the longest, most absorbing games you can get for your Speccy. If you like your game playing in short, sweet bursts (like me) it mightn't be quite your cup of tea, but otherwise read on.

The story — and this is a very sawn-down version because it takes up many, many screens to explain — involves you as a lone warrior trying to whip your decadent kingdom back into shape. It's a bit of a problem 'cos barbarians are attacking from one side, various dangerous monsters on the other and there's plenty of internal feuding going on between the local nobles. You play one of three characters (a valiant Knight, powerful Barbarian or nimble Valkyrie) though it seemed to make precious little difference which one you chose.

The games takes place on a huge four way scrolling map, of around 5,000 screens by 8,000. So it's big. But amazingly enough it all works on a single load — no drive access needed even on the cassette versions!

So, off you go. You begin in the bedroom of an inn and must run around (with your feet making a nice little slapping sound on the flagstone floor and the four way scrolling working very smoothly) until you find the stairs, at which point you descend into a sort of bar. Here you'll find a few characters spread around eating and drinking, and can begin a conversation (or a fight) with any one of them. Depending upon who you talk to, you will end up with one of a few possible sub-quests which make up the game, such as recovering an important lost artifact or defeating a powerful villain. A candle on the right of the screen shows your power slowly dying down, but it can be replenished with a good night's sleep.

Graphically the game is very nice with its massive play area, tiny (but clearly defined) sprites, smooth scrolling, and nice little touches (like the roofs of buildings disappearing as you enter them). It would take weeks — perhaps longer — of pretty intensive playing to complete it, which puts me in the rather weird position of having to review a game when I've only really scratched the surface.

What I can say is that what I've seen has been fascinating, and lacks much of the aimlessness that I've felt about some similar games. It's still possible to walk off into nowhere, get lost and simply run out of energy, but if you keep whatever subquest you're involved in at the front of your mind you shouldn't go too far wrong. Not a cheap game, but if you've the time and the inclination, I doubt you'll be disappointed.

YOUR SINCLAIR MEGAGAME

TIMES Of LORE

Combat

Some people you talk to react pretty badly (yup, they attack you) which means you'll have to fight back — a simple but effective process that involves facing them and jabbing the fire button until their energy runs out, at which point a nice little graphic of a skeleton and then a gravestone appears before they fade away.

Outside the buildings you'll find a whole host of monsters, lurking around, some of which are rather tough. These include cloaked archers (the only ones who can damage you at a distance) and brutishly strong orcs, both of which will drop things when killed, like gold (useful for buying things), food or magic potions (usually safe to try though they may have odd effects). Neither sort of monster is recognised by the computer as 'existing' in so much as it claims there is no-one near if you try to talk with them. Which brings us to...





Conversation

This fighting lark is all well and good, but what if one of the punters wants to embark upon a little more sophisticated interaction (that's talk to you)?

To do this — which you should do at every opportunity — you must use the icon menu at the bottom of the screen. The space bar accesses this, and you get the option to examine your surroundings, pick up or drop objects, use them, give them away or talk. Choose one and a window opens up offering you any of the possible options. For instance, should you choose to talk, you go to the mouth icon, and chose between 'chit-chat' and 'asking a question'.

The computer gives you options on what you can discuss, and what your appropriate response might be. For instance, you may start a 'chit-chat', in which case the computer will choose a suitably vague opening gambit and a serf may respond by saying "It's not like the old days". You can then ask about 'the old days' at which point he may reply "In the old days we were ruled by King Whatsisface, but he died". You can then ask about King Whatsisface and so on.

A gong goes off when an important item of info is given (in case you missed it). Keywords go on a menu and you can ask anyone you subsequently meet to tell you what they know about any one of them.

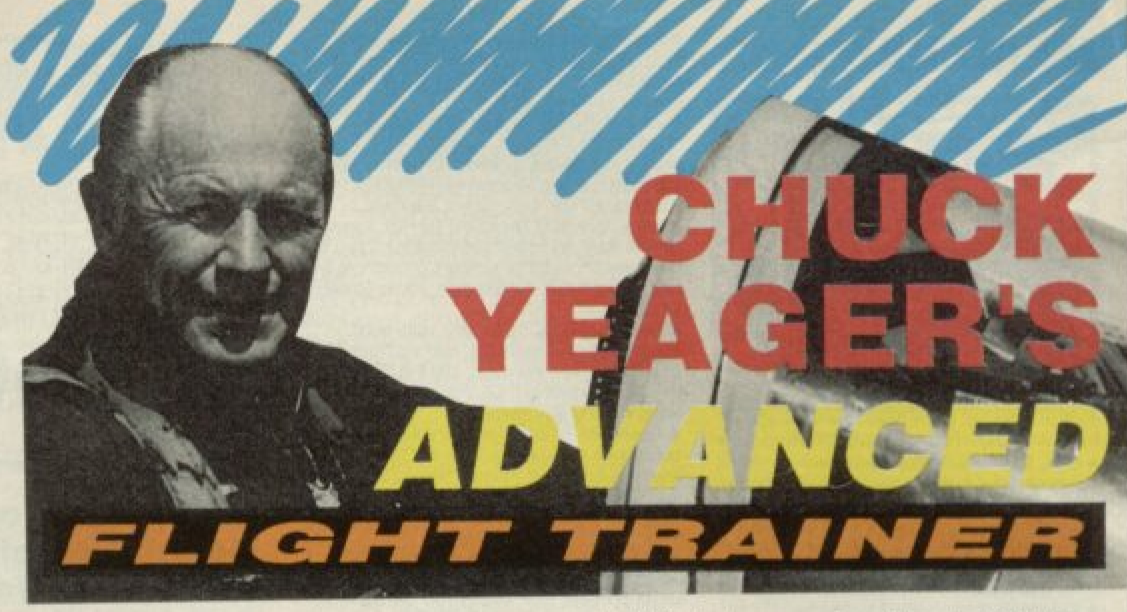
final

LIFE EXPECTANCY	GRAPHICS
94°	88°
INSTANT APPEAL	**ADDICTIVNESS**
78°	91°

Diagnosis

Gigantic fantasy role playing extravaganza with a neat control system and sound graphics. Brill.

91° verdict



CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts £8.99 cass/£14.99 disk



Davey **Apart from an instruction booklet that's as big as a Jeffrey Archer novel, but infinitely better written, the first thing you encounter in this game is the line about Chuck's *AFT* being 'designed for advanced pilots who already know how to fly a plane'! This is a warning on the complexity of the game, so don't expect to pick *Chuck Yeager* up (Oo-er!) and get straight into it. It's the sort of game that requires a lot of practice to master.**

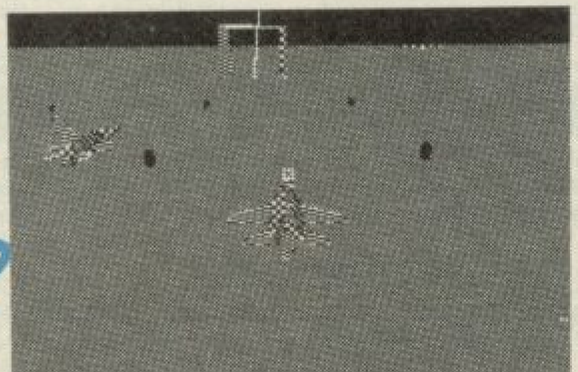
Don't be put off by first appearances either. The loading screen is a nice digitised piccie of Chuck himself, but with a big yellow sticker over his mouth and nose! Why would anyone want to smother Chuck in such a fashion? I'll tell you why! Because he is *so* annoying. Each time you make a tiny error (Like ploughing a field with the nose of your F-18!) he says things like "You sure bought the farm that time!" and "Nice auger-job". What is this man talking about?

The graphics on occasion cause optical discomfort and the scrolling is a trifle jerky. The ground is purple and the sky is black. *(And they went to sea in a sieve? Ed)* When you see your plane from behind against the ground (Yes, you can. I'll explain later!), the clashing pixels make your eyes go wibbly! (This having been said, there is some nicely filled ground detail.) But stick with it, unless you posess a 48K Speccy. If this is the case, then be warned – Chuck is a mere shadow of his former self! When copped from its 16 bit original to 128K, the game is still very big and offers some nice original options. These include the ability to view your aircraft from behind (the chase plane's viewpoint) and from the ground (the Control Tower's viewpoint), the choice of flying one of 14 different aircraft (from a 1918 Sopwith Camel to the latest USAF aquisitions such as the F-18 Hornet and the SR-71 Blackbird), and also the option to fly a 'Test Flight', 'Formation Flying', 'Airplane Racing', or 'Flight Instruction'. Furthermore, within each of these choices, there are even more sub-choices!! In Formation Flying, there is an invitation from General Chuck himself to 'Wax Me' *(Good Lord!! Ed)*. This, in fact, is where you get to chase Chuck in a P-51 Mustang!

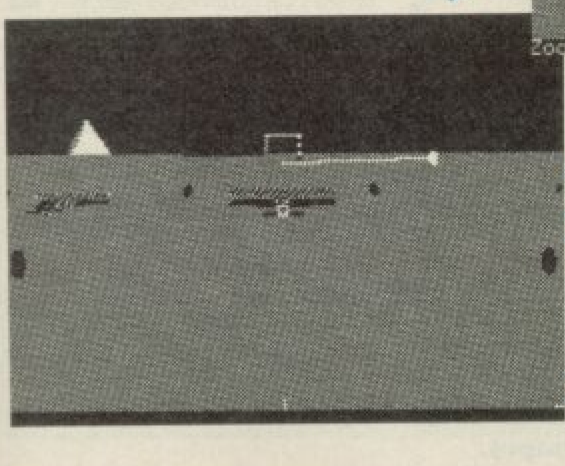
Sorry, I digress, back to the 48K version. This version has been chopped so much that you are only able to opt for Test Flights. Furthermore, unlike the 16 bit formats, both versions have lost the 'Direction Finding Radio', a helpful device to help you locate your airport! This makes landing very much a hit and miss affair. Anyway, having mastered the principles of flight (hem, hem) then you can get into the main part of this game, which is the test flights, the racing and the aerobatics. Racing, against another plane, is great fun. The courses send you slaloming around obstacles, or through narrow gates. Testing planes too is thrilling, with Chuck's handy tips and his checklist.



"Try any radical manoeuvre you like – the worst that can happen is that you'll auger in. No big deal!"
That's easy for you to say, Chuck!



It sure is fun racing these F-18s! What do you say Chuck?



"Pard, I don't know about you but that sumbitch scares me to death!"

final

LIFE EXPECTANCY	GRAPHICS
70°	68°
INSTANT APPEAL	**ADDICTIVNESS**
60°	70°

Diagnosis

For 128K flight sim fans and people interested in flying this could be well entertaining. For the remainder – a tad dodgy, overly complex and difficult to master.

70° verdict



Eat ya heart out, Cheggers! (Munch! Gobble! Burp!) It's swop shop time again. Plus loadsa fabby zines, bargain buys and requests and some scribble chums and lonely hearts to boot. (*Don't be so rude! Ed*)

HARDWARE



■ Spectrum +3, two joysticks, multiface three original software, a few disks, manuals and leads. £140 ono. Phone (0624) 26686.

■ Datel light writer and software with instructions for sale, hardly used, £12. Phone (051) 428 4792.

■ 48K Spectrum, plus over £1000 worth of games, Konix Speedking joystick and interface for sale. Asking price £400. Phone (040) 372 3247 after 7pm.

■ Spectrum 128K, Disciple Interface incorporating dual joystick ports, disk drive and printer ports, and snapshot facility. Complete with five and a quarter inch disk drive, joystick, tape deck and games. £195. Write to P. Hough, 60 Thornton Road, Bootle, Liverpool L20 5AR.

■ Spectrum +2, £150 worth of software, and black and white monitor. All in excellent condition. Bargain! Only £100. Call (01) 892 0585.

■ Spectrum + for sale, all leads and manuals, over £250 worth of software and tons of mags. Sell for £90 ono. If interested, phone Michael on (01) 769 8631 after 6pm.

■ Spectrum 128 +2, Cheetah joystick, over £600 worth of software including *Robocop*, *Afterburner*, *Operation* (*The crazy doctors game? Ed.*) No, *Wolf!* (*Oh! Sorry. Ed*) Good condition, sell for £95 ono. Phone (0304) 821787 after 4.30pm, ask for Nathan.

■ Spectrum 128, black and white TV, Data 'corder, over £600 worth of games, over 120 mags, manuals, the lot. Worth £850. Sell for £250 ono. Phone (0206) 396750.

■ Exchange Sinclair 128K +2 and Canon Sureshot 35mm camera, value £200 +, for Sinclair 128K +3, data 'corder, and leads. South Yorks area preferred. Ring Ben on Rotherham 363948, or sell for £200.

■ 128 +2 mint condition, loads of games including *OutRun*, *Gunship*, *Trivial Pursuits*, *Knightmare*, *GAC*, *Time And Magik*, *Pawn*, *Rod Pike's Horror Compilation* and many more. Bargain at £150 ono. Tel (0455) 613990 and ask for Lynne.

■ Spectrum +2, £600 worth of software including *Emlyn Hughes*, *Batman*, *Circus Games*, *Daley Thompson's 88*, joystick, mags, books, worth £700. Sell for £200. Phone (0525) 716253 and ask for Neil.

■ Spectrum utilities — Interface One, Microdrive, 12 cartridges, Speech synthesiser (Currah), light pen, computer compatible tape recorder. Reasonable offers please (No swops!) (0386) 765572. Can post.

■ Spectrum +2/128 Interface II, joystick, £250 worth of software including new titles such as *Blasteroids* and *Dragon Ninja*. Bargain at £120. Telephone Michael Hewson (01) 368 2950, weekends only.

■ Spectrum +3 for sale. Boxed and including joystick, PSU, all leads and various compilation games, disks, selection of mags. All in excellent condition. Only £140. Phone (0752) 550219 (Plymouth).

■ Spectrum 128 +2, lots of software, Datel Snapshot. Still boxed, sell for £280 ono. Call for details, phone Paul on (0964) 543194 after 6pm for more details.

■ ZX Spectrum + for sale, Data 'corder, Cheetah 125+ joystick, interface, over 40 games, two books, all leads. £100 ono. For more details, ring Michael on (0669) 50217.

■ Spectrum 48K with games, interface, joystick, including *Taito Coin-op Hits*, *Venom Strikes Back* and other compilations. Want to swop the whole lot for simple Commodore 64 (*You what!?! Ed*). If interested, phone (0392) 875909.

■ Spectrum 128K +2 for sale, very good condition, boxed manuals, over 250 games plus RAM Turbo Interface, and Pro 5000 joystick. Bargain at £150. For more info, telephone Hagley 884561.

■ Spectrum +2 with one year's warranty, all boxed with manual, two Cheetah 125+ joysticks boxed, 20 magazines and 50 games including *Barbarian* (new version), *Fists And Throttles*, all for £250 ono. Phone Gary on West Lothian 42040 after 5pm.

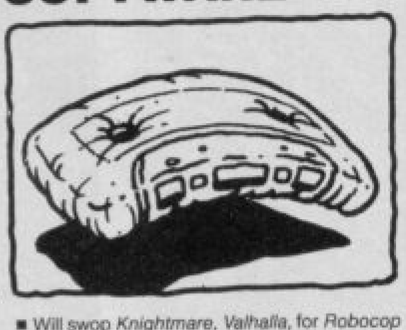
■ Spectrum 128K +2, brill condition, £200 worth of games, Genius mouse, *Artist II*, £100 worth of mags, total value £500, will settle for £200. Phone Rob on (0932) 851833.

■ 48K Spectrum, interface, joystick, tape recorder, and loads of games, piles of mags. It's in excellent condition and yours for £100! Write to Dale Ankers, 8 Gladstone Road, Broughton, Chester, or phone (0244) 534249.

■ TRS-80CGP 220 Inkjet Printer. Is there another user out there with a 48K Spectrum?! Please contact R. Pryor, 3 Gresley Close, Tottenham, London N15 5BQ.

■ Speccy +3 with over £250 worth of software including *Artist II*. Games on disk and tape. Also mags, two joysticks and tape recorder. Total value £500, will settle for £250 ono. Tel (091) 514 5109.

SOFTWARE



■ Will swop *Knightmare*, *Valhalla*, for *Robocop* and *Gryzor*. Write to Wayne Johns, 1 Welland Grove, Phye Hayes, Birmingham, B24 0LA.

■ Wanted, *Terracresta*. Swop for *World Class Leaderboard*, *Roadrunner*, *Lazer Tag*. One for one. Also have over 600 games to swop, your list for mine. C. Mandeville, Windward, Lucy's Hill, Hythe, Kent, CT21 5ES.

■ Wanted, *Sam Fox's Strip Poker 1* or *2*. (*Bloomin' perv! Ed*) Willing to swop *Predator*, *Combat School*, *Flintstones* or *Gauntlet*. If interested, phone (0490) 83654 and ask for Niels! Do it now! (Oo-er!)

■ I have got *Predator*, *Vindicator*, *Sky Runner*, *Skool Daze*, *First Moves*, and many more. Will swop for *Batman*, *Dragon Ninja* and others. Phone Tushar on Stockport 456 6040 after 6pm.

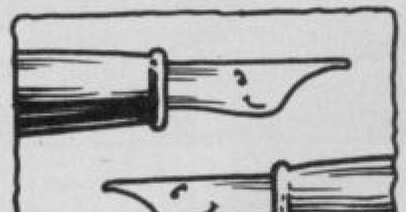
■ Wanted *Aliens US*, *Target Renegade*, *Advanced Dungeons And Dragons* or *WEC Le Mans*. Will swop for *Afterburner*, *Platoon*, *Dan Dare II* or *Exolon*. Phone Edward on (021) 449 5197. One for one and originals only.

■ Four hundred plus games to swop. Write to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk, CB8 7AP.

■ Wanted, *Rastan*, *Winter Games*, *Tornado Low Level*, *Now Games Five*, *Turbo Esprit*, *Rampage*, and *OutRun*. Write to 38 Longlands Road, Ossett, W. Yorks, WF5 0QU. Reply guaranteed or ring (0924) 261546. Bye, Jon!

■ Female wants to swop hottest, newest games on the market. Anyone who has some new games and wants some more, write to me with your list. Reply guaranteed. Tali Biran, Trumpeldor 30, Ramat-Hasharon, 47264 Israel.

PEN PALS



■ Wanted, pen pals from anywhere to swop games. I have over 500 titles. Send your list for mine. Contact Andrew Dungey, 46 Green Lane, Penryn, Cornwall TR10 8QJ.

■ Fifteen year old male Speccy owner wants to hear from male or females who adore heavy metal. Write now to Trish Reynolds, 5 Buddleia Court, Wivenhoe, Colchester, Essex CO7 9RU.

■ Fifteen year old male seeks female pen pal of same age. Interests include computing, reading and sport. Send to 14 Rathgill Court, Bangor BT19 2WE. Get scribbling now!

■ Eleven and 14 year old hunky lads looking for 11 to 16 year old really sexy gals. Apply to Gary, 173 Moorland Avenue, Lincoln, Lincs LN6 7HR. If poss, enclose photo.

■ Pen pals wanted, aged 11 to 14, for female of 13. I am interested in music, video, and swimming. Write to me, Amelia Coleman, 37 Sandwich Road, Eythorne, Dover, Kent CT15 4DE.

■ Thirteen year old seeks male/female pen pal. Interests include computers, music (Dire Straits, Bros) and arcade games. Write to Jase, 18 Stockhill Court, Coleford, Nr Bath, Avon BA3 5RP.

■ Yo! Anybody out there interested in writing to me? A crazy female interested in all sorts of things. My name is Sarah and I'm looking for chaps aged 16+. Get scribblin' to 49 Sandfields Road, Oldbury, Warley, West Midlands B68 9NR.

■ Sixteen year old male looking for pen pal to swop games and POKEs. Enclose your game list. Contact Anthony Rushton, Well Cottage, Whitchurch Road, Banbury, nr Tarpoley, Cheshire CW6 9SX.

■ Computer enthusiast, 14 years old, seeks a pen pal of similar age and interests in computing. All letters answered. Mark Brown, 23 Malling Avenue, Broughton Astley, Leicestershire LE9 6QS.

■ Are you reading this ad? If so, write quickly to me because I have the newest and best games. Carlos Freitas, Farmacia Do Çanico, Madeira, Portugal.

■ +3 owners wanted alive! I have lots of games and utilities to swop. No matter where you live, or how old you are, just write to Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Halkididi, Greece.

■ Wow! Over 1200 multiface POKEs in alphabetical order. Send large sae and cheque or postal orders for £2.50 to R. Bryant, 38 Pye Street, Faringdon, Oxon SN7 5AS.

■ YO! Lonely 11 year old into computers, Michael Jackson, *Neighbours*, and fun, seeks female pen pal. Write today to Sebastian Grinke, Manor House Farm, North Stoke, Bath BA1 9AT. (0272) 327265.

■ Female, 23, wants to swop games, hints, and POKEs. Over 600 titles. Tons of newies. Send your list for mine. All letters answered. Kalpana Parwaney, co/68 Venus Housing Society, A Scheme, First Floor, Worli, Bombay, 400 018, India.

■ Fifteen year old seeks pen pal with loads of games to swop. I have 300+ myself. Likes include most types of music, and people with a zany sense of humour. Send your list to Darryl Watson, 72 White Street, Whitburn, West Lothian, Scotland.

■ Nineteen year old male seeks female pen pals aged 16+ with Speccy. I've over 400 games and would love to hear from ya! Please contact Steven, 9 Hale End Close, Ruislip, Middlesex HA4 8EQ.

■ Pen pal service offered. Send your name, address, and details of preferred type of pen pal and £1, to 100 Longsight Road, Bury, BL0 9SZ. Foreign pen pals included. Tel (0204) 885540.

■ My name is Michael Parr. I want a pen pal aged 10-12 years. I like television, computers, music (pop). Write to 8 Fold Street, Heywood, Greater Manchester. All letters answered. Send photo if possible.

■ Hi! I'm Carl and I'm looking for a pen pal aged 10-12, male, and interested in badminton, computers (48K), writing and football. No *Neighbours* fans please! All letters answered. Write to Carl Wright, 40 Queensberry Road, Intake, Doncaster, S. Yorks DN2 6JD.

■ Into Machine Code, nutty games, Basic, and generally having a good time? YO! Cool dude! I'm 13, male and looking for another boy who's good with Machine Code, Ellis Breen, 4 Caroline Court, South Park Avenue, Norwich, Norfolk, NK4 7EJ.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

❑ Hardware ❑ Software ❑ Wanted ❑ Messages & Events ❑ Pen Pals ❑ Lonely Hearts ❑ Fanzines

Name...

Address...

.... Postcode...

MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead.

YS 43

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.

WANTED



■ Hoi, you! I want *Match Day 2* and *Football Director*. Will swop *Bionic Commandos*, *Softaid*, *Dizzy*, *Commando* and *Inside Outing*. Also want *Street Fighter*. Swop any two for one except *BC*. Darren Mallett, Glendale, Somerville Road, Willand, Cullompton, EX15 2PP.

■ Wanted, *Vu 3D File*. Will swop for *Jet Set Willy 2*, *Supa Nova*, *Wild West*, *Zzoom* or *Bomb Jack!* Send 20p postage please with name of game to Robert Clydesdale, 2 Epsom Close, The Chestnuts, Wildwood, Stafford, ST17 4TY, or telephone 661450.

■ Calling all Multiface 1/128 users everywhere. Want to swop POKEs, games, etcetera? Write to Daniel Beach, Danrheol, Meidrim, Camarthen, Dyfed, SA33 5QS. Get writing!! A big HI to Simon Conway!

■ Wanted desperato!! Printer for Spectrum 128K +2. Will swop *Football Manager*, *Garfield*, *Mask*, *Auf Weidersehen Monty*, *Jack The Nipper 2*, *Death Wish 3*, and more. Phone (0738) 32366 or write to Brian Menzies, 24 Lismore Court, North Muirton, Perth, PH1 3AL, Scotland.

■ I need *Last Ninja III!* I have loadsa games including *Afterburner*, *Ikari Warriors*, *OutRun*, *Vindicator*, *Target Renegade*. My two games for your *Last Ninja II*. Phone (0737) 356181 after five o'clock. Ask for James. See ya, dudes!

■ Wanted Multiface 128, swop for any of these games or all of them. *Treasure Island*, *Orbix*, *Ghostbusters*, *Caves Of Doom*, *Finders Keepers*, or name price. Phone Matthew on (019) 77 6226.

■ Wanted, new games for the Speccy. Must be originals. Would prefer games brought out since the end of 1988. Write to D. Dawson, 55 Croft Avenue, Hucknall, Notts, NG15 7JA. Hey Yo! Kev.

■ Wanted. Sinclair ZX80. Must have power pack and manual. Will pay £5. Phone Coppull (0257) 792247.

■ Wanted *Football Manager II*. Will swop for *Mask*, *Indiana Jones*, *Deflektor*, and *Park Patrol*. Phone Gareth on (0272) 857034.

■ Wanted, *Barbarian*, *Football Director*, and *Return Of The Jedi* for *Video Olympics*, *Yogi Bear*, *Snooker*, *First Past The Post*, and *Rugby*, or send your list for mine. Contact Ben at 18 Vine Street, Stamford, Lincolnshire, PE9 1QE.

■ Programmers wanted for new development team. Write to A.R. Philip, 110 Coventry Cross, Bow, London, E3 3JJ. Amateurs and professionals wanted. All applications get a reply.

■ Wanted, Speccy +2. Must be in Hull area. Also Multiface 128. Telephone Withensea 626423 or write to Matthew Bloomfield, 27 Woolam Hill, Burstwick, Hull, North Humberside, MU12 9HJ.

■ Wanted, *Shadow Over Mordor* and *Sherlock The Adventure Game*. I will swop software or pay reasonable price. Phone Jonathan on (01) 979 8787 or write tc 89 Broad Lane, Hampton, Middlesex, TW12 3BQ.

■ Wanted, *Lord Of The Rings* or *Hobbit*. Swop for *The Dark Sceptre*, *Heartland* and *Dragontorc*. Write to Susan Class, 3 Eastbourne Road, Hornsea, East Yorks, HU18 1QS.

■ Wanted, *The Double*, *Gary Lineker's Hotshot*, and *Tracksuit Manager*. Swop for either *OutRun*, *Fist II*, *720°*, *Combat School*. One for one basic originals only. Keith Radbourne, 25 Northfields, Lambourn, Berkshire, GR16 7YT.

■ Wanted, Multiface 1 and Microdrive with leads and instructions. Cartridges must be in very good condition. Swop for ten full price games like *Ring Wars*, *Platoon*, *Overlander*, *Super Hang On*. All originals. Phone (0703) 267369.

■ Wanted urgently a copy of any Microdrive Header Reader for 48K Spectrum. Phone Rugeley (0889) 579340.

■ For swops! A Spectrum +3! Will swop for a +2. If you are interested, contact Steven Metcalf on 547526 or write to 37 Downside Crescent, Alterton, Bradford, BD15 7LH.

■ Urgently wanted! A printer. All offers considered. Also wanted, Multiface 1. Will include swopping games for both. Instructions must be included, please. Write to Printers, Chesil Cottage, Abbotsbury, Weymouth, DT3 4JT, Dorset.

■ Wanted, *Barbarian 1*, *Barbarian 2*, *Last Ninja*, *The Double*, *Platoon*. Will swop for *Rampage*, *Rocky Horror Show*, *Rambo*, *Jack The Nipper*, *Commando*. Christopher Wood, 18 Northcote Close, Liverpool, L5 4TD, or call Liverpool 489 1138 and ask for Paul.

■ Wanted, *Afterburner* and *Savage*. Swop for three of these, *R-Type*, *Last Ninja 2*, *OutRun*, *Arkanoid 2*, *We Are The Champions*, *Gauntlet I* and *II*, *Driller*, *World Class Leaderboard*, *Summertime Specials*. Achim Jaekel, Vechtetalstr. 56, 4459 Haftenkamp, West Germany.

■ Wanted, *Barbarian 2*, *Terramex*, *Spitting Image*, *The Games — Summer Edition*, and *R-Type*. I have *Batman II*, *Savage*, *Operation Wolf*, *The Munsters*, *Auf Weidersehen Monty*, and *Match Day II*. I would also like *Taito Coin-op* for *Last Ninja 2*. Just phone (0349) 64414 after 6.30pm and ask for Geordie Sinclair.

■ Wanted, *Barbarian 2*, *Gary Lineker's Hotshot*, *The Games — Summer Edition*, *Emlyn Hughes Soccer*. I will swop *Robocop*, *Saboteur I*, *Saboteur II*, *Samantha Fox Strip Poker*, *Vindicator*, *Track Suit Manager*, *Aliens*. Phone Mark Newman after 4pm on (0349) 64697.

■ Hey you! I need you to keep me from going sane! Join my Beltin Club! Write to Master D, Hathaway, Maghull, Liverpool L3 18AU.

■ Wanted, VTX 5000 Modem. Swop for software or hardware. Must have communications software. Phone Steve after 4.30pm on (0480) 405622.

MESSAGES AND EVENTS



■ Desperately seeking Kathyrn!!! Where are you??? RSVP using Input Output. Please hurry!!!!!! From Jon in Ravenshead. PS Are you out there David Johnson? Get in touch!

■ Protect your Basic programs with *Securicode*. Short but powerful (*Just like our Jackie! (Slap) Ouch! Ed*). *Securicode* will protect your programs as soon as they have loaded. For only a quid, I'll send you a listing of this invaluable program. Send dosh to *Securicode*, 21 Newlands Avenue, Bexhill, East Sussex.

■ Two great PMBs. *Winter Wizard* and *Quest Mountain*. £2.00 start up fee and a further 75p per move. A reward for the first person to complete each adventure successfully. Robert King, 19 Exchange Street, Colne, Lancashire BB8 0SH.

■ POKEs! POKEs! It's here! POKEs Tape One. Over 200 POKEs on one tape. Just load the POKE and away you go. Send £2 to R. Sorfleet, 14 Coniston Avenue, Darton, Barnsley S75 5BB.

■ Want to join a soccer PBM? Just 50p a turn. Send £1 starting fee to receive rules. Send to Paul at 74 Walsingham Road, Woodthorpe, Notts or tel (0602) 263882.

■ Please, please, please, (*Oi! This isn't* Points Of View *ya know! Ed*) could someone send me a POKE for that brill game *Dizzy?* Robin, 22 Moorfield Avenue, Kilmarnock, Scotland.

■ Anybody who is seriously into utilities who wants to swop ideas and tips? Phone Grant McKenzie on (0698) 827508 or write to me at 18 Tynron Court, Hamilton, Scotland ML3 8XO.

■ I'm giving away all my Spectrum games because I have bought an Atari ST (*Spit! Ed*). I have lots of games so if you're interested write to Serafim Fonseca, Bairro Cerco Do Porto, B 30 E 75 C13, 4300 Porto-Portugal. Just postage and packing charged! £2 per tape.

■ Firebird's *Chaos* fans. Want undead wizards? For this and many other tips and bugs, send £1, first five get a game. Gary McGeechan, 32 Ville Road, Ashby, Scunthorpe, S Humberside DN16 2NW.

■ Help wanted with *Colin The Cleaner* (*Leave our Colin alone. Ed*) and *Rocky Horror Show!* I am an Absolute Beginner and am desperate! Mr Richard Allen, 5 Oxenden Road, Folkestone, Kent CT0 3NJ.

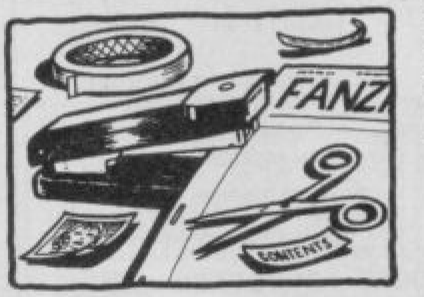
■ Fed up with a game? Want a new one? Simply send 20p, an sae and any game to 1 Birch Road, Onehouse, Stowmarket, Suffolk IP14 3EZ. Originals only please.

■ *Delete* a new tape mag. Previews, reviews, coin-ops, and more. Send £1.00 to Scott Ingram, 16 Worthing Road, Patchway, Bristol BS12 5HX. We supply the tape. Comes with free game.

■ *League And Cup* is a PBM soccer management game, Only £2.50 to join, includes two free matches and instructions, 50p per match. *LAC Manager*, 10 Cranmer Close, Morden, Surrey SM4 4SU.

■ Need a POKE? Need a tip?! Need a map?! Look no further. Tell us the game and send 50p and sae to Game Busters, 9 Emerald Close, Waterlooville, Portsmouth, PO7 8NZ.

FANZINES



■ *Blast!* The new fanzine on tape. News, reviews, previews, tips and POKEs. Tape provided. Send cheque or PO for 80p with sae to Alex Pratt, 3 Hepworth Drive, Mirfield, West Yorks WF14 0PT.

■ *Compumag* now in Machine Code! The 128K magazine with quality programs, POKEs, and music section. Send £1.50 with name and address to C. Gasson, 35 Rhydypenau Road, Cyncoed, Cardiff, (*Land of Tinker And Tailor! Ed*) S. Glam CF2 6PX.

■ *Bug Bytes*. What's that!? It's the new monthly tape mag, you idiot! Oh! It's got over 200 pages. Wow! It's only £0.95. Radical! So send a cheque or postal order to P. Bird, 41 Windsor Walk, South Anston, Sheffield S31 7EI.

■ In the works, new fantasy/review mag coming soon! For a free info pack, contact Richard Peake, 9 Rutland Avenue, Freckleton, Preston, Lancs PR4 1HL. Don't forget to send sae.

■ Wanted keen writer to write playing tips section for Spectrum fanzine. An ability to hack useful. Write to *Blast* magazine, 28 Coleraine Road, Great Barr, Birmingham B42 1LN. Rates negotiable.

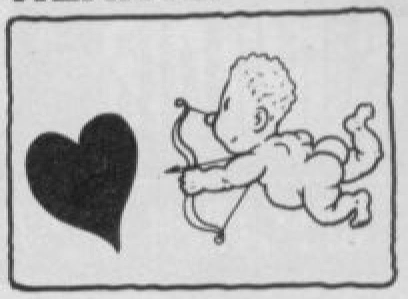
■ *VDU* is new and available now! For issue one, send 50p made payable to Paul Curtis, 62 Clyst Valley Road, Clyst St. Mary, Exeter. (*Land of Gus Honeybun! Ed*) Reviews, news, hints, arcades, Spectrum only.

■ The monthly *Advanced Machine Code* magazine tells you how to write games in Machine Code. Get your copy for £1.50 from Nick Lewis, 52 Kyle Crescent, Whitchurch, Cardiff CF4 1SU.

■ Useful routines for serious users! Programming help, graphics, info, utilities. Every month on Disciple/+D, Opus, Microdrive, cassette. £2 for your first issue of *Outlet!* Ron Cavers, 605 Loughborough Road, Birstall, Leicester.

■ Take a look at this! A new fanzine is out! It's called *Mega Mag* and it costs just 40p plus sae. POs or cash please. Peter Ecclestone, 4 Central Street, Mount Pleasant, Mow Cop, Stoke On Trent ST7 4NZ.

LONELY HEARTS



■ Attractive 13 year old male would like a female aged 13 to share friendship or relationship, looks don't matter, just a great personality wanted. If interested then phone (0782) 621226.

■ Handsome 17 year old male seeks gorgeous blonde for long relationship. Ring now or send photo (preferably) to Jez, 3 Beauport Gardens, The Ridge West, St Leonards, Hastings, E. Sussex or tel Hastings 752352.

■ An attractive blonde aged 15, five foot nine, is looking for a hunky guy, from 15 to 17 years old, interested in chart music. Please send a photo to Christine, 5 Clare Crescent, Towcester, Northane NN12 7QQ.

■ Sexy Bros lookalike male, 15, seeks good looking female 14-15. Must like computers and, of course, Bros. Send your letters to Derry Gilchrist, 20 Paulsgrove, Orton Wistow, Peterborough PE2 0YE.

■ Fourteen year old male looking out for a female of same age, interests include music, judo, computers. Please enclose photo. William Allsop, 16a Belle Vue Gardens, Brecon, Powys LD3 7PA.

■ Twelve year old boy seeking 11-14 year old girl who knows how to do things proper! I like having fun and computers. Write to Adam Millar, Dills, Combe Batch, Wedmore, Somerset.

Pete's Puzzle Page ANSWERS

RIDDLE-ME-REE

I am, in fact, a carrot!

A FISHY TALE

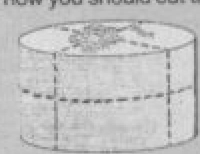
Cleopatra is the cat, Caesar is a goldfish. Cleopatra ran through the open door, knocking Caesar's bowl off the end of the bed and breaking it, leaving Caesar suffocating in the middle of the carpet.

TRUE OR FALSE

(No.) You need a piece of rope.

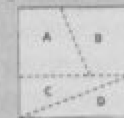
FARMER PHIL GOT MARRIED

This is how you should cut the cake . . .



CUT 'N' PASTE

Cut the original square like this . . .



and re-arrange to make the second square like this . . .



DISASTEROUS

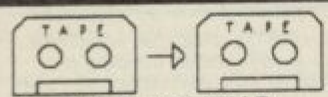
Fred is the lighthouse keeper where the ship had crashed, and he had forgotten to turn the light on!

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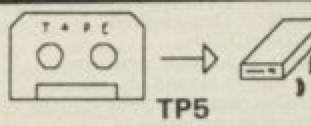
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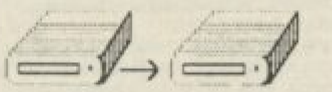
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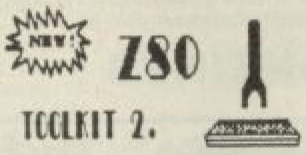
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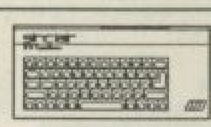
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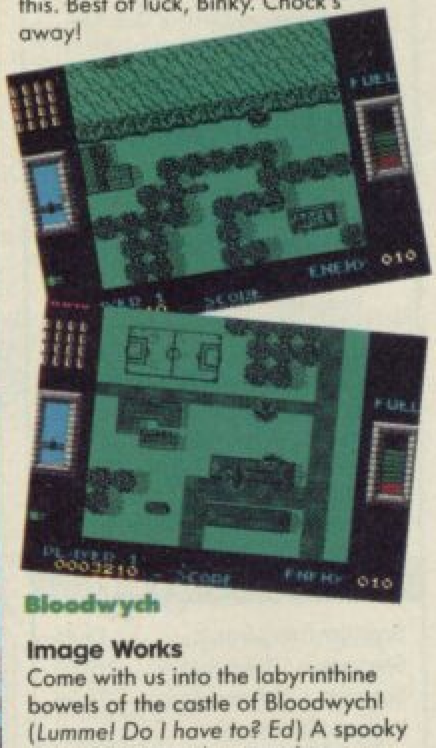
f-SHOCKS

Welcome to a special *Going For Gold* edition of Future Shocks, and here's your host, Henry Kelly. "Okay for ten points... I am a riveting computer column about up and coming Spectrum games. What am I?" (Going for......, going for.. .... gold!)

Arcade Flight Simulator

Code Masters

Here's a newie from Code Masters. *(What? A game with 'Simulator' in the title? You don't say! Ed)* Take all the fabbie things you could do in a fighter plane — you know, like bombing Pearl Harbour, shooting down bi-planes over the Western Front, and zooming about in fast jet combat — cram them all into one computer game, and you end up with *Arcade Flight Simulator.* Actually more of an arcade game than a 'simulator', this must hold the record for being the first Code Masters game not to have David Darling quoted on the package telling us how 'absolutely brilliant' it is! There's take off and landing, rearming, bombing enemy bases, aircraft carriers, and heat seeking missiles. On the shelves as you read this. Best of luck, Binky. Chock's away!

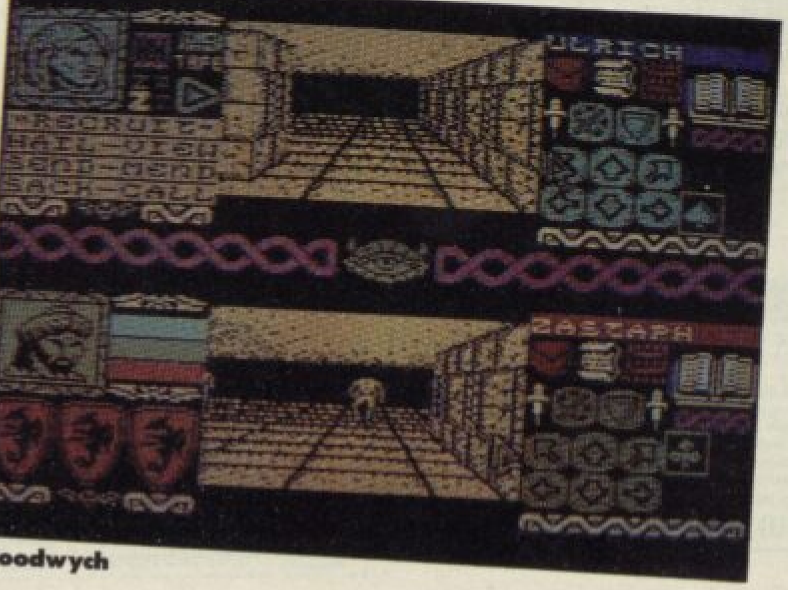


Bloodwych

Image Works

Come with us into the labyrinthine bowels of the castle of Bloodwych! *(Lumme! Do I have to? Ed)* A spooky pad with a tunnel system that puts the London Underground to shame. Here lurk all manner of creepy beasties *(Sounds just like the London Underground, actually. Ed)* which you will encounter in your quest to find four hidden magical crystals. (They're always bloomin' crystals, aren't they? Why can't we have something different like the Ladyshave of Ultimate Power?)

Bloodwych is a variation on the role playing fantasy theme where you even have the option of two players competing simultaneously on a horizontally split screen. Alternatively the two players can work together and interact. There are loads of objects to examine and utilise and loads of beasts to be bashed, and you won't have to face the horrors alone, since you take a party of adventurers with you who possess different strengths. It's gonna be big and for any *D&D* fans out there it could be right up your tunnel. (Oo-er!)

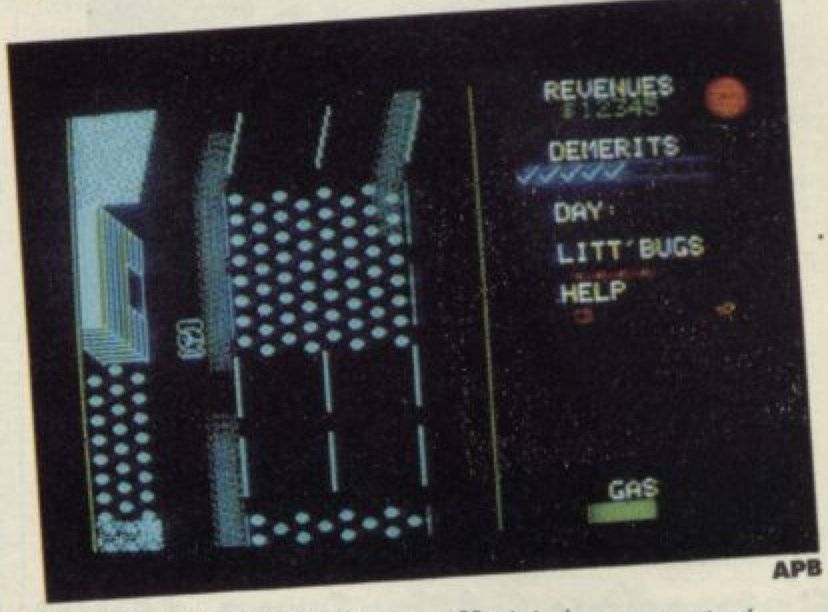


Bloodwych

APB

Domark/Tengen

You think it's a great laugh being an American policeman, don't you!? Well let me tell you it's not all blond-haired, white-toothed, blue-eyed Californians driving Harley Davidsons chasing teenage valley girls! In fact, a policeman's lot is not a happy one, especially in *APB*! There are several mean villains out there, like Freddy Freak, Hans Oop and Juan Fingers, for you to keep an eye open for as well as the usual lawbreakers, such as litterbugs, dopers, honking taxi drivers, and drunks! You get to play Officer Bob and Lord save you from the Captain if you don't capture either the day's *APB* criminal, or your quota of normal offenders! You can also end up in his bad books by damaging your patrol car, failing to capture your quota of villains, running out of gas, or shooting an innocent! In the meantime, prowling the streets, having high speed chases, shoot outs, and visiting the doughnut shop are the order of the day. This will be the next Atari coin op conversion from Domark's Tengen label. If it lives up to the fun cartoon gameplay of the slotty version, it'll be skill!



APB





Postman Pat

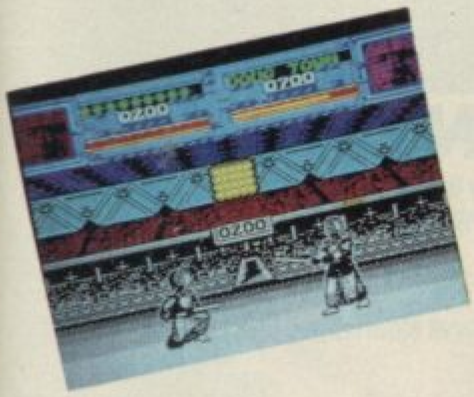
Alternative

Postman Pat. What an honest to goodness salt of the earth kind of fellow he is, eh? Always willing to lend a helping hand, and hardly the sort of cove you'd expect could be lured by the sound of crinkling tenners. Except he is... and he has! Shock horror! Alternative has found his asking price and produced his first ever licensed budget game. The title? *Postman Pat*, of course.

Pat has to drive his van around Greendale, picking up parcels and letters and then delivering them. On his round he encounters a horde of mutant killer hedgehogs who attack his van. (*Tell the truth. Ed*) Well, maybe there aren't hedgehogs, but Pat does meet Ted Glen, Peter Fogg, Dr Gilbertson and the ubiquitous Miss Hubbard. In addition, he has to complete various tasks, such as delivering prescriptions for Miss Hubbard and, blimey, rounding up



sheep (for reasons which we can only hope are legal). It's going to have two options at beginning of play — an easy version for younger players and a more difficult adult version. Sounds to us as if it's going to be a real hoot. So get those (two) quid coins a-jangling 'cos it's coming out veerry soon! Go get those sheep, postie!



Oriental Games

Firebird

Ah so, soon we'll see the arrival of yet another martial arts simulator on our Speccy screens. But hang on, don't turn over just yet, 'cos this one looks like a goodie. There are four fighting styles to master, Kung Fu, Sumo Wrestling, Kendo and Hollywood Rules (that's probably where you pretend to hit your opponent, while someone adds a realistic thumping sound later).

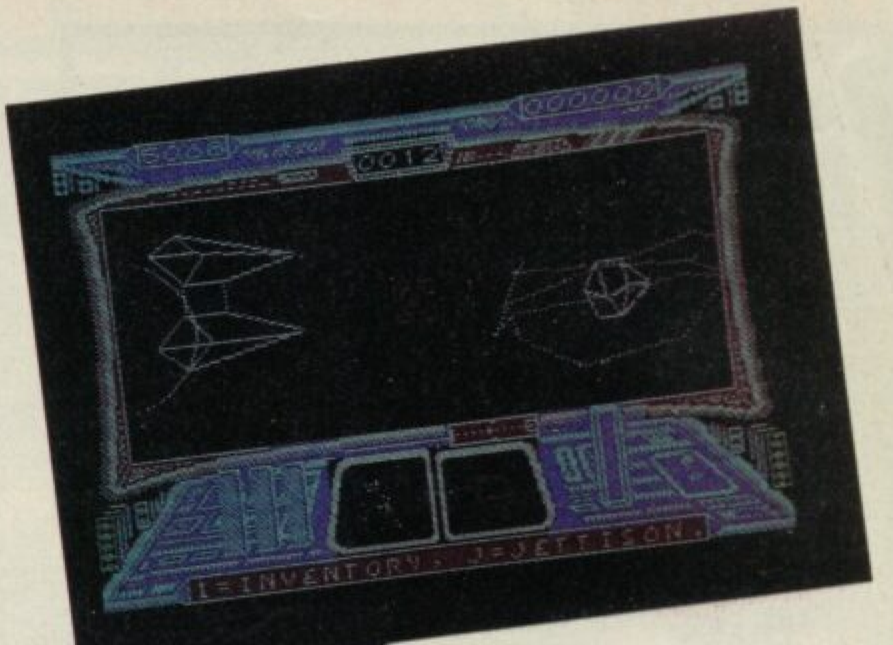
To begin with you can fight in any of the styles you want, by taking part in a six-round mini tournament to become master of that style. Once you are master of all four styles you then get a chance to crunch bones in the Grand Tournament, mashing your opponents on your way to the title of Grand Master.

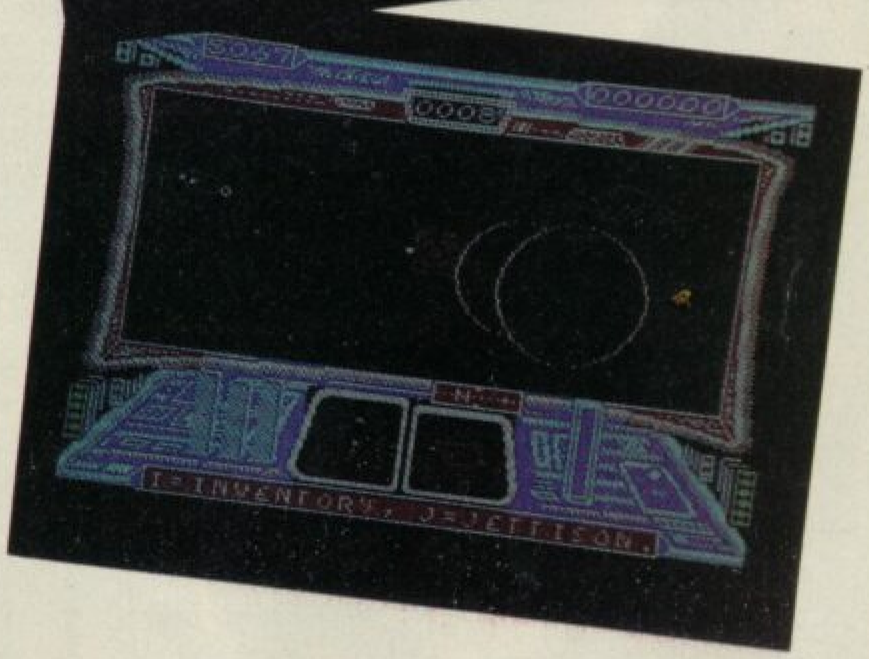
Oriental Games should come smashing its way onto your screens sometime in September.

Starglider 2

Rainbird

Having successfully defended Novenia from the invading Egrons the Christmas before last, Jaysan and Katra have really got their work cut out for them this time round. They've got to annihilate the Egron Army and destroy a giant projector beam, aimed at Novenia, before it becomes operational.





As with *Starglider 1*, there'll be a lot of flying round the galaxy, hopping from planet to planet and refuelling as you go. And as if this wasn't difficult enough, how about the fact that you can only reach your ultimate destination, the planet Apogee, completely unarmed!

Starglider 2 will feature over 80 characters, all depicted in animated 3D solid graphics.

Timescanners

Activision

Is your name Tommy? Are you deaf, dumb and blind? In short, do you fancy yourself as a bit of a pinball wizard? If you answer in the affirmative, then Activision's *Timescanners* should be right up your and Elton John's street! There are loads of pin tables to play on, with dozens of exciting features. You can have up to six flippers, multi balls (Oo-er!) and a realistic 'tilt' and 'nudge' feature!



We are promised 'realistic ball movement' and each pin table is made of two screens with the ball scrolling up and down between the two!

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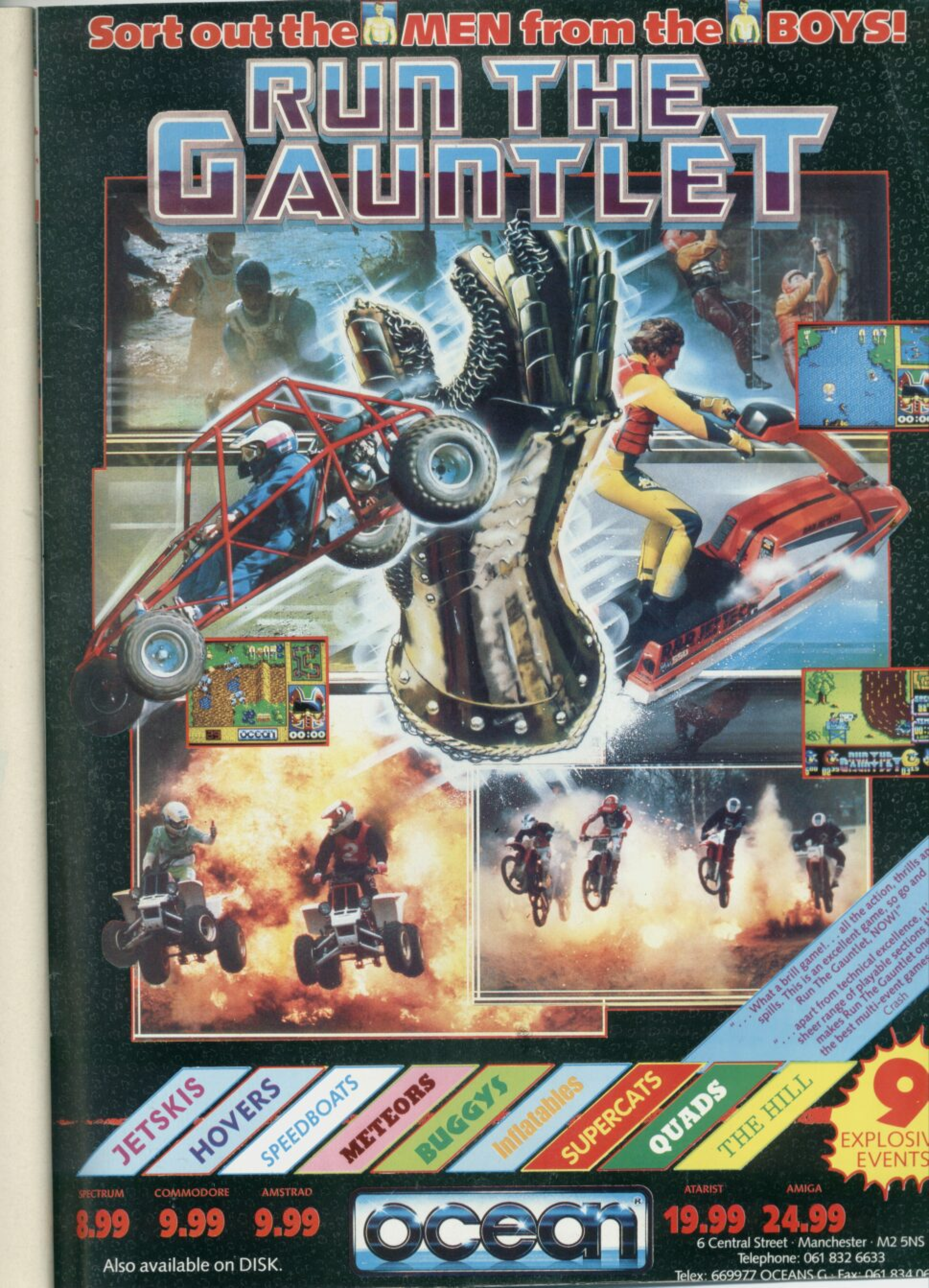
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